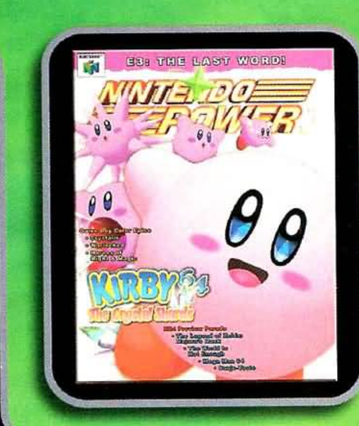


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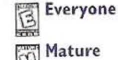
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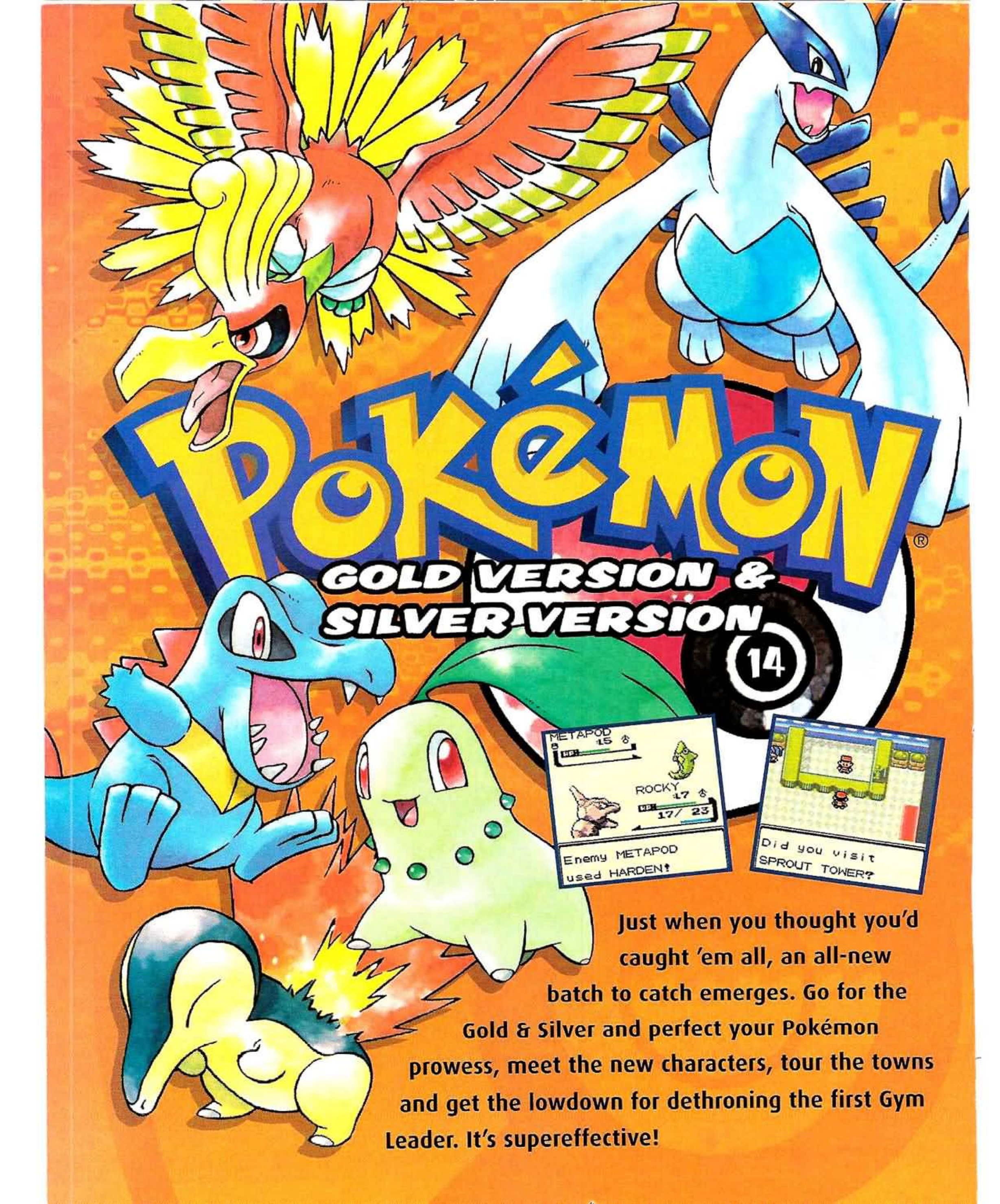
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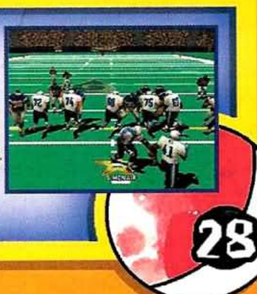
From EA with love comes James Bond's second N64 adventure. Agent 007 is back on Her Majesty's Secret Service, and our spies have leaked the latest info on the gadgets galore and debonair derring-do. Get briefed on page 20—we'll get you back in one piece by tea time.



20

GRIDIRON GAMES 2001

NFL Blitz, Madden or QB Club? See how this season's pigskin Paks fare in a helmet-to-helmet-to-helmet comparison. Whether you want to tackle arcade action or sim realism, you'll find the NFL game that's best for you when we narrow the 100-yard field of football games.



28

ARMY MEN: SARGE'S HEROES 2

Be all the plastic you can be in 3DO's war game sequel, Army Men 2. Fall in with this month's preview to set your sights on shots of the new household war zones. Meet the new recruits, including the Blue Army's femme fatale, and find out why it still isn't easy being green.



42

DRAGON WARRIOR I & II

A duo of decade-old RPGs makes a triumphant return in a Game Boy Color twofer. Enix has combined the NES classics into one Game Pak, so it's doubly important that you master spellbinding, level building and just gettin' downright medieval.



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Volume 136 • September 2000

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Special Features:

Departments:

player's pulse

It's a hodgepodge of letters this month, with more topics than you can shake a Deku Stick at! With everything from how to store your N64 hardware to Morton Koopa Jr.'s questionable parentage, we once again prove that no one dishes the video game dirt like Nintendo Power.

Tongue-Twisting Terror

Do you pronounce SNES like "es-en-e-es", or "SNES"? It's been bugging me since a friend brought it up. Help me! I would've asked someone else, but only you are smart enough to know! I'll throw in ten bucks too!

Michael
Via the Internet



Matt Hartman • Yorba Linda, California

Well Michael, after checking with our legal team and passing a survey around the lunchroom, we discovered that the correct pronunciation is actually "Super NES." Accept no substitutes. So where's our ten bucks?!

Rash Thinking

Thanks for the Road Rash 64 codes published in the July 2000 issue of NP. I tried the codes recently and discovered something: If you employ the double and quad damage codes, the other bikers can do the same amount of damage to you! Unfortunately, I found out the hard way! Ouch!

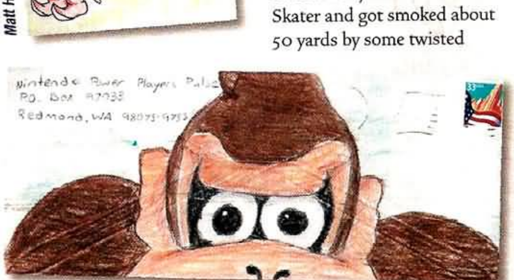
Jamison Blitstein
Via the Internet

Much like our dear Aunt Leadfoot—a gap-toothed, Harley-drivin', glass-eatin' motorcycle mama—the Road Rash crew can give as much as they take. And they won't demand a soggy kiss at Christmas.

Hey, That's My Cab!

I was playing the downtown level in Tony Hawk's Pro Skater and got smoked about 50 yards by some twisted cabby. Just when I was starting to expect some compassion in the man's heart, I heard a nasty little snicker! What's the deal?

Brad Hilsden
Via the Internet


Tony Maslany • Washington, West Virginia

Hey, if you had to keep cleaning skate punks out of your front grill, you'd be bitter too.



We Never Make Mistakes

In Issue 134, in the game ratings, you gave International Superstar Soccer a 7.0. I did the math, and it should have received a 7.4! Did you make a math mistake, or do you just hate soccer?

The Hales
Via the Internet

A good question from a person who hails from the Hales. If you look at our review section, you will notice that we publish five staff scores and then an overall rating. What may not be clear is that we will often have more than five people take a look at the game so that we get the most diverse review possible. We print only five scores—the high, low, and three in between—because we don't want to break the letter carrier's back with a 500-pound magazine!

Well, Maybe We Do...

In Volume 134, the Kirby strategy guide, Neo Star, 4th level, 3rd shard (accurate, aren't I?) you made a mistake. You wrote, "In the final room, a flood of lava gushes into the chamber, so you must take to the air to make your escape. If you stay to the right as you flee, you'll flap by the last crystal shard." The shard is on the LEFT side of the chamber, not the right. I tried this, and your picture agrees with me. By the way, great magazine!!

PokemonFlynn
Via the Internet

Maninder Sidhu • Fresno, California

How right you are! It seems the NP crew was so excited over the release of Kirby 64 that we began to suffer from severe bouts of vertigo and nausea, causing us to confuse left with right and slowly turn many interesting shades of green. Is that egg on our face? Or, something else... Mmmmrrph!

All in the Family

A couple of days ago my friend and I were talking about the old Mario Bros. games. We were talking about the Koopa Kids and how they seemed to disappear off the face of the planet. So then we decided to go through the names of the kids, and it struck us that Morton Koopa

Background Art: Jason Mason • Hesperia, California

is a Junior! This could only mean that Bowser's real name is Morton, and that Bowser is probably some type of nickname. So is Bower's real name Morton Koopa Sr.?

Jeff Brown
Tacoma, WA

A fine question, Jeff, but it seems the Bowsers are in the middle of a family spat and the answer might never be known. When we asked Bowser he bellowed, "Son? I have no Son!" and threw Bob-ombs at us until we ran away.

But Wait, There's More! It's Not Sold in Any Store!

Ok, what is the N64 Disk Drive, and what does it do? I've only seen it in back issues of NP, and never in any stores.

Tigress
Via the Internet

The Nintendo 64 Disk Drive—or 64 DD as it is more commonly known—is a read/write drive capable of holding approximately 64 megabytes of information. It is compatible with only a limited number of games and was released in Japan last year, but at this time there are no plans to release it in other markets.

Controller Conundrum

I want to keep my N64 Controller in good condition, so when I'm not using it I wrap the cord around the Controller so it makes an X in the middle. But I'm afraid that doing so might bend the wire or cause other problems. What's the best way to keep a Controller?

James Anderson
Via the Internet

The "wrapping the wire" strategy is the same one most of us have used to store our Controllers, and we've never had a problem. We asked the technical wizards deep in the heart of Nintendo, however, and they said wrapping the cord is fine as long as you don't pull on either end or try to cinch it tight.

The Spy Who Confused Me

If you look at the Goldeneye part on the back of your N64 box, it shows Bond using a gun that I haven't heard of. What is it? Is there a way to get it?

Brian Wilke
Via the Internet

Well, we asked Bond, but he said it was classified. We asked M, but she said she was too busy to deal with questions from some hack writer. So we finally just asked the developers, and they told us that the gun is a demo. It does not exist in the game, and there is no possible way to get it.

Hey! Listen! Hey! Listen!

I heard that there is a musical CD for The Legend of Zelda: Ocarina of Time. Is the music orchestrated, or synthesized like in the game?

Rdrake
Via the Internet

As much as we would love to hear Saria's Song performed in glorious THX by the Boston Pops, the Zelda: Ocarina CD is the synthesized score. It's still worth your time to check it out, however, as there are over 30 tracks and almost 75 minutes of music!



Mike Schwab • Aurora, Colorado

Nuf si Drawkcab Gnitirw

The name Waluigi just doesn't have any punch to it. Instead, I think that Luigi's evil counterpart should be called Igiul.

Jeremy Kohn
Evanston, IL

Acutally, the name Waluigi is an anagram of "igiwalui," a Japanese word which roughly translates into "someone who is very bad."

Can I Have Mine Tie-Dyed?

I just wanted to make a suggestion for the paint jobs on the Game Boy Advance. I think you should consider letting people cutom design their own casings. You could start a special section in your online store with a blank GBA, give customers a pallet of colors to chose from, and let them go wild! Then you could ship the precious hardware to their door. It would be great!

Anonymous
Via the Internet



Greg Abdo • Largo, Florida



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power charts

In a stunning turn of events, Pokémon Stadium has been bumped from the top three by a bunch of yahoos on motorcycles! Maybe Pikachu should strap on a helmet. (Oh yeah, and the number-one game this month is an old favorite. Golden... something-or-other).

NINTENDO 64 TOP 20

1 GOLDENEYE 007



James Bond films trail only Godzilla for the greatest number of sequels, but the dashing agent trails no one on the Power Charts. On another note, we haven't seen this many motorcycles in the same place since that Vanilla Ice movie!

2 THE LEGEND OF ZELDA: OCARINA OF TIME



3 EXCITEBIKE 64



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	3	45
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	21
3	EXCITEBIKE 64	NINTENDO	—	1
4	TONY HAWK'S PRO SKATER	ACTIVISION	6	3
5	POKéMON STADIUM	NINTENDO	2	4
6	PERFECT DARK	RARE	—	1
7	SUPER SMASH BROS.	NINTENDO	5	15
8	DONKEY KONG 64	RARE	4	6
9	WWF WRESTLEMANIA 2000	THQ	8	6
10	JET FORCE GEMINI	RARE	7	9
11	HARVEST MOON 64	NATSUME	10	6
12	ARMY MEN: SARGE'S HEROES	3DO	19	9
13	JEREMY MCGRATH SUPERCROSS 2000	ACCLAIM	—	1
14	MARIO PARTY 2	NINTENDO	9	2
15	SUPERCROSS 2000	EA SPORTS	—	1
16	BANJO-KAZOOIE	RARE	12	25
17	RAINBOW SIX	RED STORM	—	5
18	RESIDENT EVIL 2	CAPCOM	18	6
19	ARMY MEN: AIR COMBAT	3DO	—	1
20	STAR WARS: ROGUE SQUADRON	LUCASARTS	14	19

GAME BOY TOP 10

1 POKéMON (RED, BLUE, YELLOW)

The top four slots haven't moved an inch since last month, and it looks like the Pokémon Trading Card Game is settling in for the long haul. But wait, what's that in the number eight slot? Could it be... another motorcycle game?!

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON TRADING CARD GAME

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	22
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	89
3	POKéMON TRADING CARD GAME	NINTENDO	3	3
4	POKéMON PINBALL	NINTENDO	4	12
5	JAMES BOND 007	NINTENDO	6	29
6	ARMY MEN	3DO	8	3
7	SUPER MARIO BROS. DX.	NINTENDO	5	8
8	MOTOCROSS MADNESS 2	KONAMI	—	1
9	SUPER MARIO LAND 2: SIX GOLDEN COINS	NINTENDO	7	91
10	FINAL FANTASY LEGEND III	SQUARE	—	82

MOST WANTED

1. DOLPHIN
2. THE LEGEND OF ZELDA: MAJORA'S MASK (N64)
3. POKéMON GOLD & SILVER (GAME BOY)
4. BANJO-TOOIE (N64)
5. ZELDA: TRIFORCE SERIES (GAME BOY)
6. GAME BOY ADVANCE
7. ARMY MEN: SARGE'S HEROES 2 (N64)
8. HEY YOU, PIKACHU! (N64)
9. MEGA MAN 64 (N64)
10. POKéMON ATTACK (N64)

Letters, Continued...

We can see it now: Game Boy Mona Lisa. Game Boy Still Life with Bowl of Fruit...

UbiSoft Violates Second Amendment; Film at Eleven

UbiSoft's newest characters all have something in common: none of them have arms or legs! Rocket the Robot, Rayman, and Ed from Tonic Trouble are all minus their limbs. So why did UbiSoft do it? Do they have an aversion to appendages? Or is it because they spent so much time on the games that people down there literally had to spend an arm and a leg to produce them?

Josh
Via the Internet

We were armed to the teeth with handy answers for that one, but your quick wit has left us without a leg to stand on.

Does Mulder Know about This?

I remember when Goldeneye finally made number one on the Power Charts. It was on top for 11 months, but the debut of Zelda: Ocarina pushed it to second. Then, when I opened the issue where Zelda would have been on the top for 12 months, Pokémon Snap was there—and in my opinion totally undeserving. Next month, Zelda was back on top as if *nothing had happened*! No game, no matter how great, has kept the top spot for an entire year. I know Perfect Dark will hit number one, but I don't believe it can fight The Conspiracy!

Bob Shmengey
Via the Internet

While we like a good conspiracy as much as anyone, this is no grassy knoll. Goldeneye actually held the number one spot for all of 1998.

Look out, Tiger Woods

Carson Prichard was a long way from his home in Jenison, Michigan, when he arrived at the K Club outside of Dublin, Ireland to watch the European PGA Tour pros battle it out at the Smurfit European Open. The weather wasn't all that great, but the golf was certainly up to par and the course was beautiful. Carson, joined on the golfing leg of the trip by his father Randy, also got to test out his new set of Taylor Made Super Steel clubs on two courses: Portmarnock and the historic Royal Dublin Links.

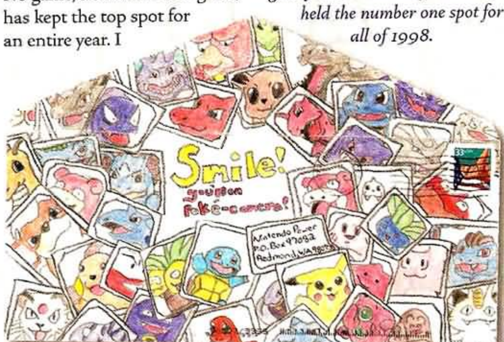


Groovy, baby! Carson takes time out from his conquest of the golfing world to strike a pose for our cameras.

WINNER!



Kaerny Sidhu • Fresno, California



Christy Feldman • Maryland

WRITE AWAY RIGHT AWAY!

Rdrake's question about The Legend of Zelda: Ocarina CD got us thinking—for a moment, anyway—which game had the best musical score. The pulsing techno of Perfect Dark? The punk thrashings of Tony Hawk? Or maybe it's that crazy guy from the windmill in The Legend of Zelda: Ocarina of Time? If you don't let us know, then we just have to assume that you're too busy listening to *NSync!

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SEPTEMBER'S SURFIN' SAFARI

It's September, and that means that school is just around the corner. What better way to while away those boring hours in computer class than with a heaping portion of Nintendo.com? Now with 12 essential vitamins and minerals!





While we always suspected Mario was more of a root beer and bowling kind of guy, his skill with the racquet has impressed even the bluest of blue bloods. Now it's your turn.

mariotennis.com

What's the latest sports craze that's sweeping the nation? No, it's not curling. It's Mario Tennis, and it's brand-spankin' new for your N64. So to celebrate our newest guilty pleasure, we're hosting a Mario Tennis tournament at mariotennis.com. If you think you're the finest gamer ever to wield the catgut, now's your chance to prove it. Compete with other up-and-comers in the big show from across the nation. Duke it out with dudes from Dallas! Cream chumps from Cali! Launch lobs on the lady from Louisville... Well, you get the idea. Remember, this isn't an online game. You'll need Mario Tennis 64 to participate. As a bonus, the tournament will feature a leader-board for worldwide bragging rights. Best of all, it's completely free of charge, no matter how many times you visit. Check back with the site often for stats on the most feared netters in the nation, as well as info on all the cool prizes you can win—like grass from the center court at Wimbledon and a night on the town with Anna Kournikova! (Yeah, right!)

MAMMA MIA! IT'S WALUIGI!



He's so bad, he sold Luigi's underwear on EBay. Which raises an interesting question... who bought the stuff?

waluigi.com

He's lean, he's mean, he hates the color green! Yes, with hopes of finally overthrowing Mario's supreme reign as the video game king, Wario has enlisted the help of Waluigi. The big fellow with a nasty smirk and burning hatred of good, ol' Luigi finally shows his ugly mug in Mario Tennis, and to mark the momentous occasion we're giving the purple one his very own website! You can check out www.waluigi.com for all your evil sidekick needs: photos, secret information, and all the wacky hijinks you could ever desire. We're looking to have online games, too, including the Waluigi's Toenail Clipping Party. It seems that everyone's favorite mustachioed mischief maker has let his personal grooming go, and it's up to you to help him. Clip those nails good, and be sure to aim for the jar, or you'll be left with ragged clippings and toe jam all over your hard drive. Eewwww!

QUICK BYTES



A complete wrap-up of Space World, Nintendo's trade show extravaganza, is now available. Get the latest on games and systems, including Game Boy Advance and Project Dolphin. You can be the first on your block with the skinny—unless your neighbors were checking out our live updates from the show.



You asked, you pleaded, you threatened us with bodily harm. We got the message loud and clear, and info on the Legend of Zelda: Majora's Mask is on the way! Check out Zelda.com for news on Link's latest adventure, and expect a cutting-edge, full-blown Majora's Mask site to be up very soon.





She'll be in Sydney this month, schooling teams from across the globe, but you can catch her without leaving the comfort of your own home. Mia Hamm Soccer 64 is the newest soccer game for the N64, and we'll have a full review on our site. It's more fun than a dropkick to the gut.



Turok 3 for N64 has been anticipated for months, and Nintendo Power's got the goods on the Fireseed clan's latest adventures. Discover the newest weapons in the Turok universe, learn all about the dreaded Oblivion and get ready to lock and load.



Get your rackets strung for the Mario Tennis tourney. We've also got contests for Barbie's Fashion Pack Games and Dragon Warrior I and II on Game Boy Color. Check out our website for all the info on how to win riches beyond your wildest dreams, or at the very least some groovy kak to impress your friends.

GAMEBOY.COM

If you haven't yet visited Gameboy.com, you might as well trade in your computer for an abacus. New this month is a full preview of Nintendo's latest offering, Disney's The Little Mermaid 2: Pinball Frenzy. We'll have the lowdown on all the tables, special games and added extras that you'll need to become a true pinball wizard. And, if you're lucky, we might even break into our highly choreographed musical extravaganza, "Under NP!"

PERFECTDARK.COM

Who's the secret agent with a silky smooth British accent, blue leather pants and a website all her own? Joanna Dark, of course, and we've got the inside story on her latest adventure, Perfect Dark for Game Boy Color! Check out perfectdark.com for amazing Flash presentations, spooky audio clips, the complete guide to characters, and even a hint or two! The site is rated Mature, which means you must be 17 or older to visit.



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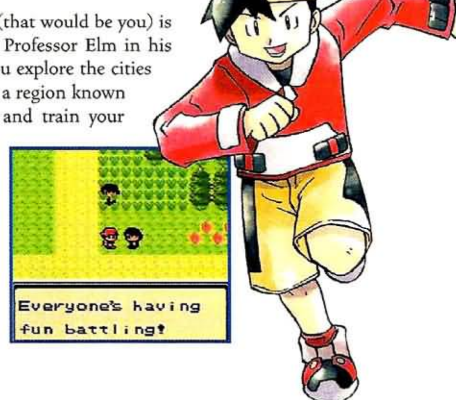
Pokémon®

Gold Version & Silver Version

Catch 'Em Both

The Expanding World of Pokémon

The new adventures of the Gold and Silver versions of Pokémon will commence on October 15th when the games are released in North America. But Nintendo Power wanted to give you a head start this month with an introduction to the new features and a walk-through of the early areas of the games. Newcomers to the world of Pokémon will learn all the basics while veteran Trainers will see how the Gold and Silver versions differ from the earlier Red, Blue and Yellow versions. At the heart of the games are the Pokémon themselves—wonderful, often magical creatures that are studied, collected, trained and traded by devoted humans. The adventure begins when a talented young Trainer (that would be you) is given a chance to help Professor Elm in his Pokémon studies. As you explore the cities and wilderness areas of a region known as Johto, you'll collect and train your own stable of Pokémon and test your abilities against the finest Trainers in the world. There's mystery, humor, challenge and hours of fun waiting around every bend in the path. Let's get started!

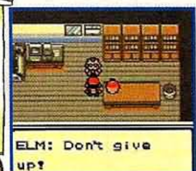




MOM
The game begins at home. Your mom is downstairs, waiting to give you your new Pokégear—a set of tools that will help you during your adventure. Dutiful Trainers will call home regularly.



PROFESSOR ELM
The Pokémon researcher has collected several new kinds of Pokémon. He's also interested in hatching Pokémon, and, best of all, he wants you to help him in his studies with new Pokémon.



YOUR RIVAL
Your Rival (who you will name in the game) also hopes to become a world-class Pokémon Trainer, but he goes about it the wrong way. All he's interested in is winning Pokémon battles at any cost.



THE MANY FACES OF POKéMON

The first two versions of Pokémon, Red and Blue, contained subtle differences, the most important of which was that some Pokémon appeared in just one of the games. The Yellow version introduced a new graphic style, a new play balance and Pikachu as your constant companion. In each of the first three versions, players visited the same areas, spoke to the same people, and were able to trade Pokémon freely from Game Pak to Game Pak. The Gold and Silver versions represent the biggest departure yet from the original versions. There are dozens of new Pokémon to discover and a vast new region to explore, filled with new people, towns, secrets and adventures. Whereas Red, Blue and Yellow were variations of each other, Gold and Silver are really new games.

Red & Blue Versions

Gold & Silver Versions

IMPROVING ON PERFECTION

As incredibly fun as the Pokémon experience was in Red, Blue and Yellow, it's even better in the new versions. The most obvious improvement is that the graphics are made for Game Boy Color. Everything in Gold and Silver just looks better. Another big improvement was made to the Backpack where your Poké Balls, TMs and other items are stored. In Gold and Silver, it's easy to rummage through and you won't run out of space all the time. The inclusion of an Experience Meter that shows how much more experience you'll need to reach the next level for a Pokémon is extremely useful. Pokémon veterans will be happy to hear that they can activate special moves such as Cut or Surf with the B Button and items such as the Bicycle and Old Rod by simply pushing Select if the move is registered.



Red & Blue Versions



Gold & Silver Versions

TIME FOR A CHANGE

Improvements to the mechanics of the game such as those mentioned above are just the beginning of what the designers and programmers at GAME FREAK did to make the Gold and Silver versions the best Pokémon experience yet. The introduction of the clock and calendar is the most dramatic change. The Game Pak itself keeps track of the time of day and the day of the week. Night falls at six o'clock in the evening, for instance, at which time you may be able to meet Hoothoot where during the day you found only Pidgey. The calendar function is used for schedules because some things may be available on a particular day or on certain days only.



Red & Blue Versions



Yellow Version



Gold & Silver Versions

NEW POKéMON

Perhaps the most exciting additions to the Gold and Silver versions are the new Pokémon. There are new types, new moves, new evolutions and much more. Veteran Trainers will find the original Pokémon, as well.

GOLD VS. SILVER

No two existing Pokémon games are exactly alike, and that holds true with Gold and Silver, as well. Each version features several cosmetic differences. For instance, the art depicting each Pokémon in the Pokédex is different in Gold and Silver. The text describing each Pokémon is also unique in each version of the game. Other differences are seen in the opening screens where Lugia or Ho-oh appears.

PLAYTHINGS

The more important differences between the games have to do with the Pokémon that are found in each version. Lugia, for instance, is easier to find first in the Silver version while Ho-oh is found first in the Gold version. Some Pokémon that are found in Gold won't be available in Silver unless you trade for them. And as for the Pokémon, some have to be traded to evolve into certain forms, so the trading aspect itself is part of catching 'em all. For Trainers who want the full experience of Pokémon, both the Gold and Silver versions are part of the whole, whether you own them yourself or trade with a friend who owns the other version. In either case, Gold and Silver complement each other perfectly.



Gold Version



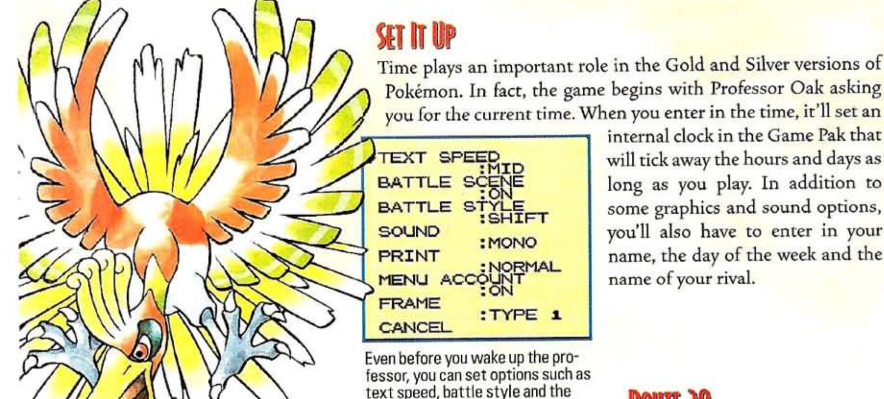
Silver Version

The Adventure Begins

For new Pokémon Trainers, the next few pages contain most of the basic information needed to play the game. Veteran Trainers will get a chance to see how Gold and Silver differ from the earlier versions of Pokémon. You'll learn how to set up the game, explore towns and routes, battle Trainers and wild Pokémon and get through the first Gym battle in Violet City.

Set It Up

Time plays an important role in the Gold and Silver versions of Pokémon. In fact, the game begins with Professor Oak asking you for the current time. When you enter in the time, it'll set an internal clock in the Game Pak that will tick away the hours and days as long as you play. In addition to some graphics and sound options, you'll also have to enter in your name, the day of the week and the name of your rival.



Even before you wake up the professor, you can set options such as text speed, battle style and the frame design for the text boxes.



After waking up Professor Oak, you'll need to set his clock with the correct hour and number of minutes. Use the actual current time.

New Bark Town

The sign for New Bark Town reads, "Where the winds of a new beginning blow." Your house is there, as is Professor Elm's lab and several other houses. From time to time you'll return home, usually when you receive a phone call on your new Pokégear.

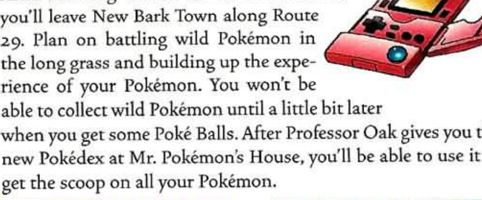


Your mom is waiting to say goodbye downstairs in your house. She gives you your new Pokégear and explains how to use the phone.



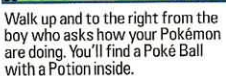
Professor Elm has a task for you—to visit Mr. Pokémon—and he's willing to give you one of three Pokémon to be your partner.

Route 29



After selecting one of the three Pokémon, you'll leave New Bark Town along Route 29. Plan on battling wild Pokémon in the long grass and building up the experience of your Pokémon. You won't be able to collect wild Pokémon until a little bit later when you get some Poké Balls. After Professor Oak gives you the new Pokédex at Mr. Pokémon's House, you'll be able to use it to get the scoop on all your Pokémon.





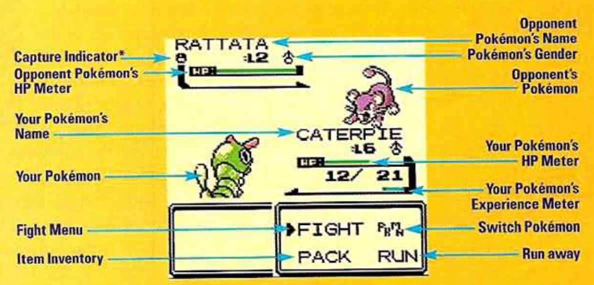
Walk up and to the right from the boy who asks how your Pokémon are doing. You'll find a Poké Ball with a Potion inside.



Fruit-bearing trees usually contain useful Berries. March up to the tree and shake it by pushing the A Button.

Pokémon Battles

Battles between Pokémon take place in the wild or when you meet a Trainer who wants to fight. The opposing Pokémon appears first, then your lead Pokémon—the Pokémon at the top of your list—is tossed into the battle. The battle takes place in turns. When it's your turn, you'll have the option to fight, switch Pokémon, use an item or, if you're fighting a wild Pokémon, run away. If you choose to fight, you'll select one move from your Pokémon's move menu. Each Pokémon can have up to four moves. Some moves cause damage to your opponent, while others may have a special effect such as putting it to sleep. When one Pokémon loses all of its HP (Health Points), it will faint and lose the match. The winner will earn experience that helps the winning Pokémon grow stronger.



* Indicates that you've captured one of these Pokémon.

Cherrygrove City

Cherrygrove City is the closest town to New Bark Town. You'll find a Pokémon Center, a Pokémon Mart and a number of talkative people. Stop in at the Pokémon Center first and heal up your Pokémon. Pokémon Centers also have PCs where you can store extra Pokémon. If you want to trade Pokémon with other Trainers, Pokémon Centers are the place to do that, too. The Pokémon Mart is a store where Trainers load up on useful supplies such as Potion, which heals hurt Pokémon, or Awakening, which wakes up Pokémon that have been put to sleep in battle.



Go to the main counter in the Pokémon Center and ask to have your Pokémon healed. Your Pokémon will become fighting fit in no time.



Visit the Tour Guide to learn about the basics of life such as Pokémon Centers and Pokémon Marts. He'll give you the Map Card, which activates the Pokégear's map function.



Returning through Cherrygrove City on your way to see Professor Elm after you visit Mr. Pokémon, you'll encounter your rival for the first time.

Routes 30, 31

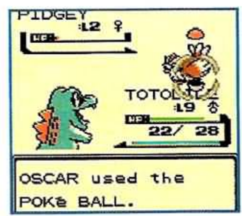
Route 30 leads to Violet City and Mr. Pokémon's house—your first goal. You'll find Trainers who want to fight if you head toward Violet City, so make sure that you have healthy Pokémon before setting out from Cherrygrove City. After visiting Mr. Pokémon, you'll receive a desperate phone call from Professor Elm. At that point, you should rush home to New Bark Town. You'll discover that your Rival has stolen one of the professor's Pokémon. You'll also receive five Poké Balls, which allow you to begin collecting Pokémon in the wild. Route 31 passes through a building on the outskirts of Violet City.



Mr. Pokémon's house is north of the main path on Route 30. Mr. Pokémon will give you his most recent discovery. You'll also receive a new Pokédex from Professor Oak.



The Trainers along the path on Route 30 will test your skills as a Pokémon Trainer. You'll win money and experience with every victory over a Trainer.



Use a Poké Ball while battling wild Pokémon only if your foe's HP is very low. If you catch the Pokémon, heal it then start building its levels.

Violet City

Violet City contains the first Gym and a mysterious place called Sprout Tower. You shouldn't just march into town, expecting to win a badge and other goodies. Spend some time in the field collecting Pokémon with your Poké Balls and building up their levels before tackling the challenges of Violet City. After defeating Falkner, the Gym Leader in Violet City, you'll get a call from Professor Elm, who has another assignment for you. When you visit the Pokémon Centers—in Violet City and elsewhere—you can store one or more of your Pokémon in Bill's PC. Why would you store Pokémon? Because you can bring just six Pokémon with you at a time.



Sprout Tower is home to seven sages who battle mostly using Bellsprout, although Hoothoot shows up several times. If you have a Pidgey with Gust, use it to blow away the competition.



The Violet City Gym is home to Trainers who love Flying-type Pokémon. Fortunately, none of their Pokémon are over Level 9. You'll face only five Pokémon in the Gym.



After defeating the Gym Leader, you'll win a badge. Badges have several functions. They may help you control Pokémon or use moves outside of battles.

CHIKORITA

Chikorita, a Grass-type Pokémon, will provide a challenge if you choose it to start the game. It begins with Tackle and Growl, then it will learn Razor Leaf at Level 7, Reflect at Level 12 and Poison Powder at Level 15. Chikorita may seem vulnerable, but if you use Reflect and Growl to reduce the impact of opponents' attacks, you'll be fine.



If you raise Chikorita's levels and use Reflect to increase your defense, you'll be fine even against Flying-type Pokémon.



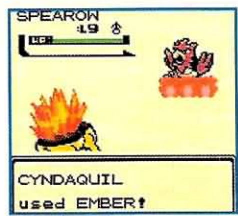
Surprisingly, Razor Leaf works very well against your Flying-type opponents in the Violet City Gym.

CYNDAQUIL

If you choose Cyndaquil in Professor Elm's lab as your first Pokémon, you'll have an easy time getting started. Cyndaquil begins with Tackle and Leer, and the Fire-type mouse soon learns Smokescreen and Ember, which lets you toast the Grass-and Flying-types that abound in the early going.



Cyndaquil will burn through Sprout Tower like nobody's business. It will learn the powerful Ember attack at Level 12.



The Trainers in the Violet City Gym, including Falkner, stand no chance against Cyndaquil if it has Ember in its arsenal.

TOTODILE

Totodile, a Water-type Pokémon with crocodilian features, shouldn't have many problems in the early game as long as you build up its levels to 10 or higher. Starting out with Scratch and Leer, Totodile learns Rage at Level 7 and Water Gun at Level 13.



The Bellsprout in Sprout Tower could be a challenge for Totodile if you don't build up its levels before going in to battle.

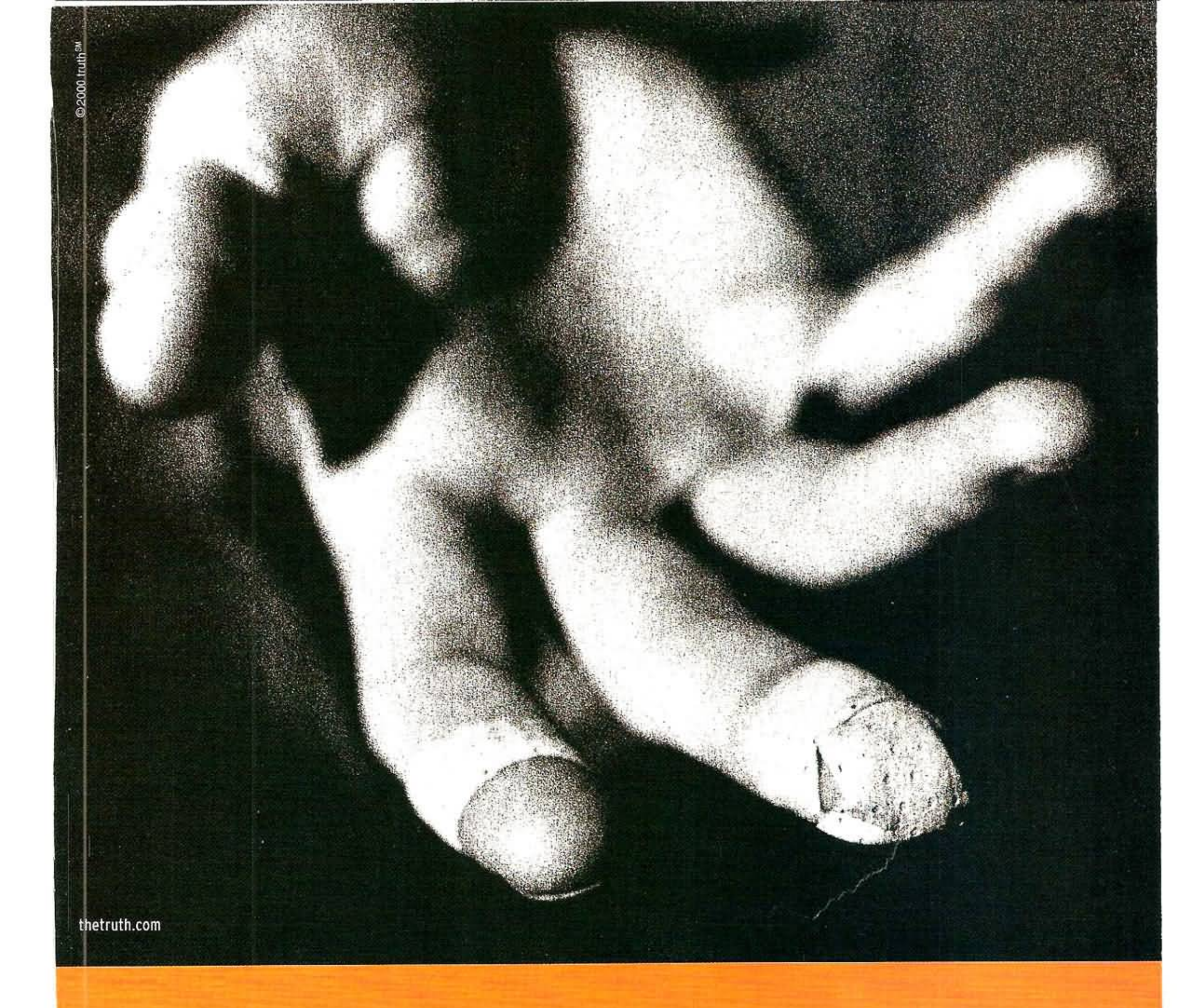


Even in the early going you should balance your attack with captured Pokémon such as Pidgey, Rattata, Hoothoot and Bellsprout.

WHAT'S HATCHING

Waiting for the Gold and Silver versions to arrive is just as difficult as waiting for a Pokémon to evolve, but you can ease the pain by picking up a gift CD-ROM when you preorder Pokémon Gold or Silver at participating retailers beginning August 20th. The CD-ROM includes movie clips and music, screen shots from Gold and Silver, a special offer for a Nintendo Player's Guide and Pokémon trivia. There's a contest, too, with a $20,000 scholarship Grand Prize and 101 daily prizes that you can check out online at nintendo.com. Next month, Nintendo Power will have more strategic coverage of Pokémon Gold and Silver.





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007 The World Is Not Enough™

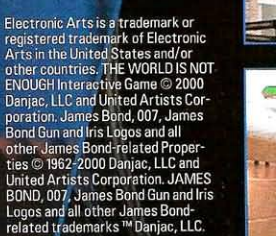


NP: HOW IT RATES

Rated Teen, the World Is Not Enough includes violence and intense situations that the ESRB has deemed inappropriate for children under the age of 13.











BOND LIVES TWICE ON N64

If you're ready to chuck those first-person shooter combat boots for some handmade leather oxfords, Electronic Arts has the game for you. James Bond will soon return to the FPS world with all his style and stealth intact. Don't misunderstand us—this game has all the white-hot action you expect from the genre, but it also has a hero with ice water in his veins and starch in his cuffs. As with every new Bond adventure, the plot is surprising and unique. This time around, 007 must stop a madman who is holding the world hostage with a weapon of mass destruction. Also, the girl-next-door types and standard street thugs have been replaced by beautiful, exotic women and colorful villains. OK...so the plot is always the same. It doesn't matter. The thrill is in the details, and we've got details galore in part two of our exclusive advance look at the World Is Not Enough (TWINE).



HOW MUCH IS ENOUGH?

Developer Eurocom has shaken and stirred things up by adding some new features to the objective-based missions first seen in Rare's classic GoldenEye 007. As the previous Bond game did, TWINE closely follows the movie's story line with settings and self-contained missions that highlight important plot twists.



LIVE THE FILM

TWINE's developers have painstakingly recreated many of the settings from the movie to give the game greater authenticity.

SHIFTING TARGETS

The best secret agents are those who can think on their feet. Bond always begins a mission with a list of tasks to perform, but he's flexible enough to adjust to changing conditions. As you interact with your environment in the game, new priorities will arise. New tasks are often added to your objectives list in midmission.





You control the game, but the game also follows its own story line. Be prepared to adapt to twists and turns in the plot.

THE WORLD IN REAL TIME

Enemies are randomly positioned at the start of each level, providing a marginally fresh experience each time you fire up the Game Pak. Cinema sequences are generated from game data, so you may see differences each time you play a mission. The hundreds of lines of voice messages also add to the realism.



You won't be able to sleepwalk through TWINE's levels once they're familiar to you, thanks to random positioning of enemies and bystanders. The element of surprise helps to enhance replay value.

Robinson: Quickly Bond, we need someone with your clearance to



In addition to elaborate cinematic sequences with voice, some levels feature characters who broadcast information to your earpiece about mission objectives.

SWEPT OFF YOUR FEET

Despite the lack of vehicles, TWINE allows for great mobility getting around on your feet—or off them, as the case may be. Many missions require you to jump between platforms, and one mission involves an underwater swim through a sunken submarine.



VERSATILE ARSENAL

Although TWINE isn't excessively gory, James Bond lives in a violent world that requires him to use a wide variety of weapons. As in most first-person shooters, you pick up the best guns after enemies drop them.

The guns in TWINE range from the ordinary to the exotic, like the PDW-90. The oddly shaped submachine gun has an extremely high rate of fire.

MUNITIONS BELGUIQE PDW-90

ALTERNATE FIRE

Many weapons in the game have two different firing patterns. For example, full automatic is the Mustang MAR-4's default setting, but you can also fire three-round bursts.



MUSTANG MAR-4GL

The MAR-4GL is among the more versatile guns at your disposal. Automatic fire will handle most duties, and the Impact Grenade function is useful against multiple enemies.

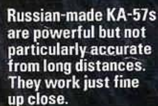
PEST SPRAYS

There are a lot of them and only one of you. Sometimes, you need to even the odds with a fully automatic weapon. You'll find plenty to choose from in the litter of defeated enemies' guns.



MEYER TMP

The TMP pistol is among the first full-auto weapons you'll find in the game. It isn't powerful, but it sprays a lot of bullets.



SOVIET KA-57

Russian-made KA-57s are powerful but not particularly accurate from long distances. They work just fine up close.

IT'S A BLAST

Just because you can't drive a tank in TWINE, that doesn't mean you can't benefit from superior firepower. Several different missile launchers and grenades will give you the pyrotechnic muscle you need in your missions. Just don't stand too close to your targets.

FRINESI SPECIAL 12

The ultimate close-quarters weapon, the Special 12 has unmatched stopping power. From long distances, you're unlikely to hit, or stop, anything.

SMALL BUT DEADLY

Bond doesn't like to carry around heavy ordnance unless it's absolutely necessary, so you'll need to make do with pistols for much of the game. The Wolfram P2K, preferably silenced, is his gun of choice.

MUSTANG .44

Enemies may start calling you Dirty Jimmy after you start using the hand cannon. It fires slowly and holds only six bullets, but one is usually all it takes to stop someone.

DELTA 900 MAG

The Delta 900 crossbow boasts a decent range and holds up to five bolts in its magazine, making it an excellent weapon for silent sniping.

PICK 'EM OFF

Many weapons offer telescopic sights, but only a few are uniquely suited for sniper duty. Some of them—like the highly accurate, bolt-action Suisse SSR 4000—are dangerously slow to reload.

MEYER BULLPUP

The Meyer Bullpup has a huge advantage over other sniper rifles with its large magazine and fully automatic firing option.

AT 420 SENTINEL

It's bigger than a bread box, but it still looks like one. Bread boxes, however, don't fire devastating guided missiles.



GRENADES

Hand Grenades come in Sticky, Stun and Frag varieties that, respectively, stick to walls, stun enemies with light and explode.

THE Q FACTOR

You'll need more than run-of-the-mill weapons to complete TWINE's diabolical missions. Luckily, MI-6's super secret Q Division is on the job, concocting clever contraptions to help you out of sticky situations.

You won't get to control the Q-Boat or the specially enhanced BMW in the game, but they play prominent roles in several of the game's cinema scenes.

Q-Boat

WATCH THIS!

Who knew you could fit all this stuff in a wristwatch? The standard Q division timepiece can knock people out and help you scale walls. Future versions will also brew a rich cup of coffee.

GRAPPLE HOOK WATCH

The watch fires a miniature grappling hook connected to a high-strength line. If you attach the hook to certain surfaces, you'll glide effortlessly up the line.

DART WATCH

You can fire five very tiny tranquilizer darts from the watch when you don't have a weapon handy. The darts are extremely quiet and, therefore, useful when stealth is required.

CUTTING LASER WATCH

Normally, we would suggest you put on safety glasses before operating a high-powered Laser, but, hey, you're James Bond.



STUN WATCH

If your witty comebacks don't leave them speechless, whip out your stun watch. It delivers a harmless—but immobilizing—electrical current to your enemies or friends.

SPECIAL SPYWARE

Q Division will supply you with specialized equipment when the task demands it. Be sure to check your gadget inventory at the start of a level. Your supplies can give you hints about how to accomplish specific objectives.

X-RAY GLASSES

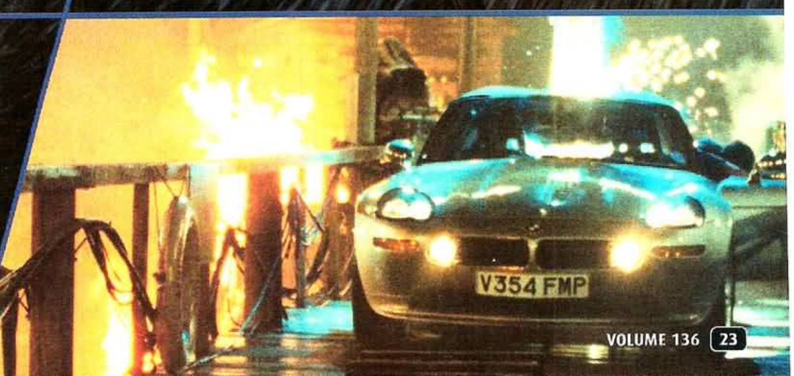
If only the specs sold in comic books worked this well. Put on the X-ray Glasses to see through walls. They'll give you the jump on enemies when you get to the other side.

SAFECRACKER

The old stethoscope method of safecracking doesn't work on modern, electronic safes, so Q Division developed a device that automatically opens them.

NIGHT VISION GLASSES

You may be telling yourself, "Hey, I can buy NVGs on home shopping channels." Sure you can, but they aren't nearly as nice as the Q-issued version that Bond uses.



A BONDING MOMENT



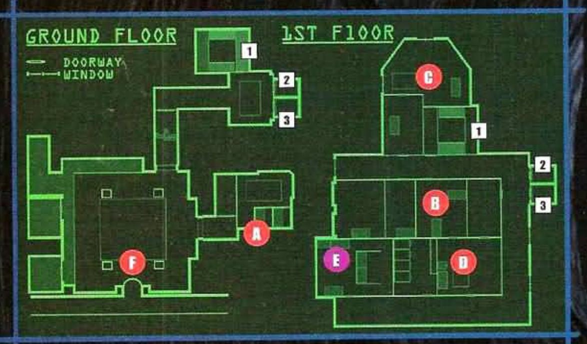
A full article of strategic tips for TWINE is on the way in a later issue, but, for now, take a look at our walk-through for the first mission to get a feel for the game. We've also provided a selection of future missions to prepare you for the dangers ahead.

A AGENT   A SECRET AGENT   A 00 AGENT

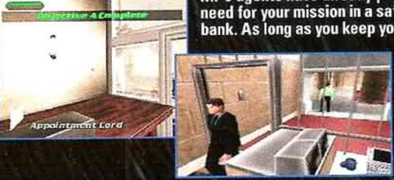
COURIER



The first mission takes place inside a Swiss-owned bank in Bilbao, Spain. You're there to investigate the slaying of a fellow 00 agent and recover money used to purchase Russian nuclear secrets. There are no Secret Agent Objectives.



A COLLECT EQUIPMENT FROM THE SAFETY DEPOSIT BOX



MI-6 agents have already planted the items you'll need for your mission in a safety deposit box in the bank. As long as you keep your weapons hidden, the guards won't give you any trouble on the way. Use the Appointment Card to enter through the security check point.

B MINIMIZE CIVILIAN CASUALTIES



The offices are filled with relatively innocent bank workers—which can be a nuisance when the bullets start flying. Angle your attacks so there are no civilians in the line of fire. If you hit one, your mission will fail.

M'S THE WORD

M and company will give you a briefing prior to the start of each mission. M's information usually puts the mission into the broader context of the story line. R's weapons briefings tell you how to use your supplies.

C COLLECT SIR ROBERT'S MONEY



Your civil meeting with a banker named Lachaise will quickly turn ugly during a mid-mission cinema sequence. You'll be faced with two armed guards when you regain control of the game, so use the Flash Bang Gun to stun them then eliminate them. You'll need to fight through more guards then complete Objective D to reach the actual money.

D OBTAIN A SECURITY SWIPE CARD



The Swipe Cards are locked inside a safe in one of the offices near Lachaise's office. Eliminate any guards who may harass you, then use the Safecracker to get the card. Equip the card outside one of two secure rooms then deal with the guard inside (there is no guard on Agent level). The money is in a briefcase on the table.

E DESTROY THE VIDEOTAPE BACKUP



The second room requiring a Swipe Card contains the bank's videotape backup system. Eliminate any guards then find the big metal box in the corner. Activate your Data Scrambler near the box to destroy the video evidence.

F ESCAPE FROM THE BANK WITH THE MONEY

When the other objectives are complete, finishing the mission will be a fairly simple matter of finding the exit without injuring any civilians. You can take the stairs or the elevator, depending on how strenuous the rest of the mission was for you.

CITY OF WALKWAYS

Zukovsky's dockside caviar warehouse is the scene of a two-part mission in the game. Much of the action is designed like a first-person platformer: Hit switches to open doors and lower bridges.



You'll spend a lot of your time fighting enemies on the docks, but the biggest threats are the buzz saw-laden helicopters circling the area.

COLD RECEPTION

Cold Reception will send you hurtling down the side of a mountain on skis. You have limited control over speed and lateral movement, but essentially you just shoot at targets as you streak toward them.



Russian paratroopers have a variety of interesting attacks—most of them are on skis, but some swoop down on paragliders or tear past you on snowmobiles.

MIDNIGHT DEPARTURE

You'll need plenty of nerve and bullets to get through the outdoor Midnight Departure mission. Night Vision Glasses are a must as you search for an airfield in a forest filled with enemies.



In addition to grabbing your enemies' discarded weapons, you can use a powerful mounted machine gun to fight off guards at a bridge.

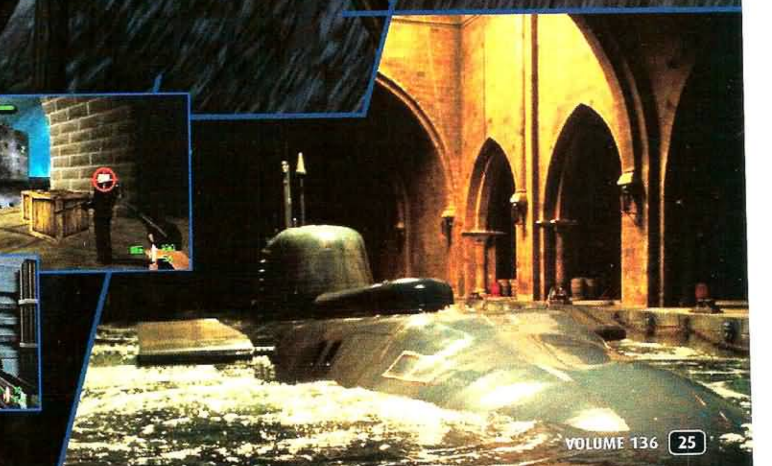
TURNCOAT

Zukovsky's right-hand man, Bullion, is actually a traitor working for archvillain Renard. You'll need to pursue Bullion through the crowded streets of Istanbul as his henchmen take potshots at you. Follow his route closely to avoid mission failure.



A SINKING FEELING

Stealth is critical to success on A Sinking Feeling. Your timing needs to be perfect to sneak past multiple guards then infiltrate Renard's stolen submarine. After rescuing Dr. Christmas Jones onboard, take control of the sub before moving the Russian crew to a safe place.



HUNTING PARTY

The story line may be what attracts you to an FPS title, but it's the multiplayer action that keeps you coming back for more. TWINE serves up a heaping helping of interesting scenarios and 15 compelling arenas, giving you hundreds of possible bonding experiences.

SELECT-A-SPY

TWINE doesn't allow you to tinker with many of its preset multiplayer options, but there are enough scenarios and weapons combinations to keep most battle nuts happy. Scenarios include Golden Gun, Capture the Briefcase, Team King of the Hill and Arena.





A mind-boggling number of skins are available in multiplayer. You can play as virtually every character in the game—from civilians to Elektra King on skis to a bus driver.

DOORWAY
WINDOW
GONDOLA

SKYRAIL

Moving ski gondolas are the central feature of the Skyrail arena, shown above, allowing you to snipe at opponents as you glide up the mountain. Although the gondolas offer a little cover, you'll have nowhere to run when under attack.



FROSTBITE

There is more to Frostbite than first meets the eye. The snowy wasteland conceals a network of underground tunnels, and the trench in the center of the area offers an excellent defensive position.



ISTANBUL

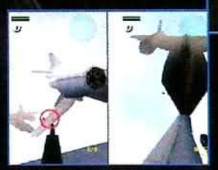
Stalk the mean streets of Turkey in a large arena. Because of the many walkways, rooftops and open courtyards, Istanbul is particularly well-suited to sniper battles. Elevators allow for dramatic ambushes.



AIR RAID

Air Raid is extremely silly and a lot of fun. Fight on and inside two jets as one refuels the other in mid-flight. It's a long way down if you make a misstep, but, amazingly, there's no wind resistance.





Someone was thoughtful enough to mount a high-powered machine gun on the wing of the refueling jet, allowing you to pick off opponents as they move across the fuel line.

WELCOME TO OUR WORLD

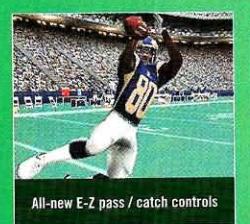


If you want to know more about Renard's evil scheme, check out our in-depth strategy review in the November issue of Nintendo Power. Our intelligence reports are nearly complete, but we're revealing information about TWINE strictly on a need-to-know basis. Since aspiring 00 agents will not get a crack at the missions until the game's November release date, you'll need to remain on alert for the next few weeks.

FLICK THE COMPETITION

NFL QB CLUB 2001

Acclaim SPORTS


All-new E-Z pass / catch controls


All-new Shoulder Charge feature for busting through defenders


Save instant replays*



*Sega Dreamcast™ version only



nfl.com nflplayers.com













Gridiron Games 2001: Blitz vs. Madden vs. QBC

As summer fades and school bells ring, this season's football titles are ready to hit the field. We break down the contenders to uncover their strengths and weaknesses.

NFL QUARTERBACK CLUB 2001



The relatively young QB Club franchise may be considered the reconstructed underdog of the group. Acclaim had to patch up some holes after taking a step back in 2000, but the result was an impressive off-season in which the frame rate was improved considerably without sacrificing the sharp graphics.





EA's veteran po werhouse would likely win a popularity contest, and, as usual, it delivers the most ambitious depth of options and customization including manipulation of the game's artificial intelligence. But some Madden fans might choose QB Club's crisper images and game play this year.

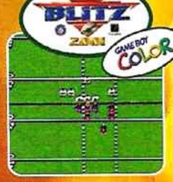




Ever since the days of Tecmo Bowl on the NES, gamers have been addicted to fast-paced football gems with loads of 30-yard runs and 50-yard bombs. While Blitz 2001 isn't much different from last year's version, the arcade is still attracting many fans. And it's also available on Game Boy Color.

EVERYONE
E
CONTENT RATED BY ESRB





Just Like Watching TV?

Great graphics don't always make a great game, but it's human nature to judge a book by its cover. Visual beauty enhances the gaming experience.





OK, this is Game Boy—what do you expect? The playbooks are colorful and clear, but the players are very tiny.





QB Club is the obvious winner in the graphics category. The detail is amazing, the lighting and textures are brilliant, and the game play is no longer choppy or distracting.





Madden's graphics have improved slightly, with more depth and shadows added to the players, but the images are still angular and the stadiums are simple and flat.







Blitz's images are even more blocky than Madden's, because they must be able to move at such a frantic pace. Still, the wild action makes up for the lack of visual polish.

Games within the Games

These days, the basic Exhibition and Season Modes are not nearly enough to satisfy a hungry gaming audience, and features such as detailed stat tracking, create-a-player and league drafts are required but no longer fresh and exciting. Pigskin fans rejoice—all three N64 titles have added something a little out of the ordinary for the new season.





It may be called Blitz, but don't expect it to be anything like the arcade. The action is much slower than that of its N64 counterpart, and the hilarious tackles and sound effects could not be replicated on the Game Boy. Still, the practice mode is useful.

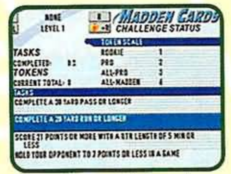


Crunch Time

Of all the new features, QB Club has the coolest. You're thrown onto the sidelines of a losing Super Bowl team with the job of coming from behind and changing history. Maybe this time McNair will find the end zone and the Titans will win Super Bowl XXXIV.



Madden Cards



Show off your skills by collecting digital cards that you earn after accomplishing various tasks on the field. The more challenging the feat, the more points you'll earn (depending on which difficulty level you play). The cards can even be traded.



Party Games



When you have a crowd of fans who want to get in on the action, Blitz's Party Mode will keep everyone entertained without forcing them to wait through an entire regulation game. The QB Challenge is a one-player drill that tests your speed and accuracy.

The X's and O's

Some gamers are stat junkies, demanding in-depth tracking, while others care more about realistic graphics or speed of game play. Read on to discover which games contain your favorite features.

NFL QUARTERBACK CLUB 2001 | MADDEN 2001 | NFL BLITZ 2001



Number Crunch



QB Club saves an impressive amount of season data, including complete individual and team numbers. Obscure totals such as points by quarter are even tallied.



Not only does Madden record tons of stats such as red zone success rates, it hands out awards and nominates an All-Madden team.

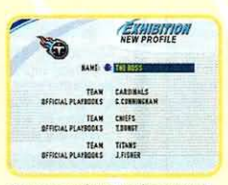


Only team totals are tracked during season play, and rankings seem to be of little consequence. For example, Cleveland can perform just as well as St. Louis.

Custom Creations



New teams, profiles and players can be created. The custom-team feature is a nice touch, but created players are limited by a the number of skill points.



You can assign any three team profile choices and playbooks to your choosen team, or you can mix team profiles and playbooks.



Rumor had it that player and team-creation tools were going to be added this season, but those ideas seemed to have been tabled. Too bad.

Special Teams



Align the arrow prior to the snap and wait for the power meter to rise before booting the ball. Kicking field goals is easy to master in this game.



Madden certainly presents the most challenging kicking game. The power meter moves at light speed, and you're not allowed to aim the kick until after the snap.



Blitz is all about simplifying the experience, and you won't hear many complaints about that. PATs are freebies, and there's no aiming required for field goals.

Camera Angles



If you're an aspiring TV producer, QB Club is the game for you. It has 12 different cams, including one on each goal post, and you can create your own view.



With everything from the sideline telecam to the blimp cam available, it seems like a real FOX broadcast. But does anyone use these crazy angles?



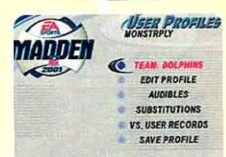
There are no custom angles, but the main camera automatically zooms toward the action on the field. For passing purposes, a zoom-out button would help.

Chalk Talk



QB Club does not allow for custom plays as its competitors do, but you can still build your own playbook consisting of diagrams from the immense master list.





Each new coaching profile allows for the creation of individual plays. The play editor is outstanding, taking you step-by-step through each player's route.





With only ten seconds between plays, it's a good thing Blitz's playbooks are limited. When you're sick of running the same routes, create your own wild plays.

Instant Replays



The detailed graphics make QB Club's replays worth watching, but, unfortunately, the controls are not as intuitive as Madden's and require a few extra buttons.



Madden's IR feature is very slick—it allows you to spin the field 360 degrees and zoom in and out with ease, reminding you that the 16-bit days are long gone.



There's no IR in Blitz, and that's a shame, because it would be fun to see those wacky hits in slow-mo. Then again, replays might disturb the game's frantic pace.



Midway was nice enough not to forget about the Game Boy audience, delivering a travel-friendly version of Blitz for 2001. The playbooks are nearly identical to the N64 game's and the rules are the same, but that's where the similarities end. Nonetheless, it should satisfy your football craving when on the road.

Statistical Breakdown



After you select a team to play with, its rankings in several categories will be displayed. Four pages of statistical results are printed on screen after each half of a game. There's also a Season Mode, but detailed stat tracking is not available.

Bird's-Eye View



We're back in the 2-D world now, and there are only two camera angles available. The default is the blimp cam, and the alternative is an angled sideline view. Neither option shows enough of the field, as receivers run off screen on each play.

Familiar Routes



If you're a Blitz veteran, you won't have to worry about learning new plays. The diagrams should be familiar, although they can't be executed in the same way. For example, the QB can't scramble, as in the N64 version, and often gets sacked.

Video Highlights



Straining to look at the miniature football sprites can become quite tiresome, so you'll be glad to see the video clips shown after each game-breaking play, such as an interception or touchdown. The live-action highlights run automatically.

Quick Snaps

All three contenders have unique attributes that set them apart. Do you favor the visual accuracy of QB Club, the variety of features in Madden or the rowdy action of Blitz? We'll help you decide.

NFL Quarterback Club 2001

Sweet Seats



The collection of very detailed stadiums includes the site of the Pro Bowl in Hawaii. Custom teams even get a field with their logo painted in the middle.

Night & Day



A game's ambience can change when the sun goes down and the lights come on. You can give your team as many Monday Night Football dates as you want.

Snowball



What is football without a few games in pouring rain or heavy snow? QB Club allows for six different weather settings (only in open-air stadiums, of course).

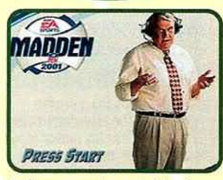
Past Bowls



As mentioned earlier, the Historic Simulation Mode is a great way to relive Super Bowls of the past. Accurate logos are replicated from each bowl.

Madden 2001

"BOOM!"



As long as you're not sick of Madden's voice after all these years, the lively Fox broadcast team can add a special flair that other football games don't have.

Digital Cards



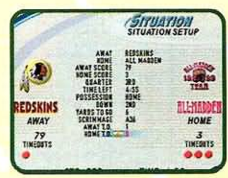
Want a good reason to run up the score on your opponent? High tallies will earn points for Madden cards. Those blowouts will be interesting until the end.

Play Editor



Shuffling through enormous playbooks can be a tedious task, but designing your own plays is endless fun. EA's play editor is easy to use and adds great value.

Sticky Situation



Itching to skip to the dramatic final minutes with your team down by six on the 50-yard line? The Situation Mode gives you complete control of the scenario.

NFL Blitz 2001

1st and Long



For any of you Blitz rookies out there, it takes 30 yards to gain a first down in this game. That's because a successful play typically results in 10-20 yards!

Body Slams



No pass interference, no roughing penalties, and no unsportsmanlike conduct flags—maybe Blitz is what inspired the start of the Xtreme Football League?

On Fire



As in NBA Jam, streaky players will get hot and catch fire—literally. Blazing players are nearly unstoppable, so get them the ball before they start to cool.

Brains & Beauty



After each quarter, the most unlikely of sources will offer a few words of wisdom. Don't scoff at the beauties—they know what they're talking about.

Scouting the Field

After countless hours of studying the competitors, we've broken them all down into one easy-to-read chart to make sure you get the features you want.

				
Multiplayer Modes	4	5	6	0
Team Stats		X	X	X
Team Rankings	X			
Player Stats	X	X		
Create-a-Player	X			
Trade/Free Agency	X			
Instant Replay	X	X		X
Create-a-Play		X	X	
Custom Playbooks	X		X	
Custom Profiles	X	X		
Camera Options	X	X		X
Simulation	X	X		
Exhibition Play	X	X		
Arcade Play			X	X
Minigames	0	1	3	0

Power's Pigskin Picks

Scott Pelland



Blitz is great fun and its Party Mode makes it the best multi-player sports game in town, but if you want the real NFL experience from the front office to the trenches, you've got to go with Madden NFL 2001. That's my pick.

Guy Bacci



Blitz does exactly what a video game is supposed to do. It draws you in emotionally and keeps your fingers moving. It's a breath of fresh air at a time when most titles sacrifice game play for unnecessary features and hot graphics.

Jill Anderson



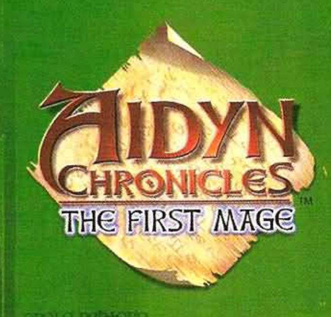
Fifty-foot hurdles, outrageous dives and tackles, hot streaks that release unbelievable power—those are what make Blitz my pick for 2001. The fast-paced football action makes Blitz much more exciting than the sims.

Post-Game Comments

Blitz's relatively new approach to the genre clearly impressed our judges. But to become more than an NBA Jam-type fad, Blitz will need to add management options and statistical depth—two areas where Madden rules. QB Club improved its game play and crushes the competition in the field of graphics.



His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.



In Between Is Chaos.

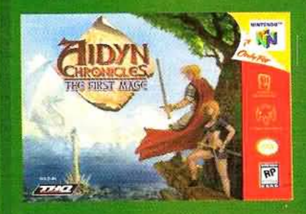
In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?







- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chris Klug, creator of the pen-and-paper game DragonQuest.
- Up to 13 characters to add to Alaron's party.









www.thq.com

Pokémon® Puzzle League

With plenty of Pokémon, cool characters from the Pokémon cartoon and a bunch of brain-busting puzzles, Pokémon Puzzle League is definitely in a league of its own!

BLOCK PARTY

Ash Ketchum enters a new kind of Pokémon League in Pokémon Puzzle League for the N64, a place where puzzle-solving skills are more important than Pokémon prowess. Make no mistake—while the puzzle action does have a Pokémon cartoon-decorated flair, it is not an ordinary collecting and battling Pokémon game. Pokémon Puzzle League is all about puzzles, with Tetris Attack-style, block-clearing game play.

QUITE A PUZZLER

After you watch the fun Pokémon cartoon intro, you'll enter Puzzle Village, where you can select among the various teaching and game modes. Unless you're a Tetris Attack veteran, you should check out Prof. Oak's Lab and Mimic Mansion for some tips on how to play. Once you've played for a while, you can check your records at the Pokémon Center.

Puzzle Village



Pokémon Center



Game Settings, Trainer Profiles, Records and Sound Settings are all accessed at the Pokémon Center.

Prof. Oak's Lab



Oak will explain the basics to you, including the controls and the rules for one-player, two-player and 3-D modes.

Mimic Mansion



You can mimic Tracey's moves to learn how to pull off combos and chains. Super Easy Mode is also here.

PUZZLE MODES

Pokémon Puzzle League features many different modes for any mood, plus another learning mode to sharpen your skills. You can play against a friend or challenge the computer at different difficulty levels. You can even play an endless game that won't stop until you mess up. Be careful where you wander...Team Rocket is at it again!

One-Player Stadium

In the One-Player Stadium Mode, you battle many different computer Trainers to earn badges and win a permanent place in the Pokémon Puzzle League.

Against the Computer



Many of the Trainers you battle in the One-Player Stadium will look familiar to fans of the Pokémon cartoon—Gary, Brock, Misty, Team Rocket, Giovanni and others will test your puzzle skills.

Two-Player Stadium

Grab a friend and an extra Controller to start battling in the Two-Player Stadium. You can choose between Vs, Time Zone and Spa Service Modes.

Against a Friend



You and a friend can play as any two of the Stadium Trainers, including Ash and Gary! Both players can adjust the difficulty level and add a handicap, so you can balance an uneven match.

Puzzle University

Learn advanced Pokémon Puzzle techniques by solving increasingly complex puzzles in a limited number of steps. Chains and combos are required at the university!

Perfect Practice



Puzzle University is a great place to learn how to use combos and chains efficiently by practicing on the small, complex puzzles that make up each class. The puzzles get very hard in the higher stages.

Marathon

When you're ready for a new challenge and have plenty of time on your hands, try out the Marathon. If you play very well and never mess up, the game won't end.

Going the Distance



The game goes on as long as you keep playing well—it's a real marathon. You have to work quickly, using every trick you know to keep up with the flow of blocks. It can get hectic!

Spa Service

The Spa seems like a nice place to relax, but it's actually a trick from by Team Rocket! Clear all of the blocks above a flashing white line to defeat Team Rocket.

Prepare for Trouble



The Spa Service puzzles aren't very hard at first since you're dealing only with the blocks you already have—but the speed your blocks are rising at quickly becomes very fast and hard to manage.

Time Zone

You play against your own best score in the Time Zone, which gives you two minutes to clear as many blocks as possible. That's not a very long time!

Just in Time



The higher-scoring long combos and chains are your best bets in Time Zone. You have to make quick decisions and smart moves to beat your high score. Pushing the bottom blocks up can also be a good idea.

HIGH SCORING SKILLS

You might be able to make it through the Super Easy and Easy levels without using the more advanced Pokémon Puzzle League skills, but the Normal and Hard levels require them. Only luck will keep you in the game if you can't pull a smooth combo or a cool chain.

 Combos

A move is considered a combo if it clears four or more blocks at once. Combos can take many shapes, like a double line, a cross or other figures, and can include lines of more than one color. A line of four blue blocks that clears in combination with a line of five purple blocks would count as one nine-block combo.

Five-Block Combo



In this case, you will need to move the red block over to the right twice to form a T-shaped five-block combo. Five-block combos can be T- or cross-shaped or a single line of five blocks.

Six-Block Combo



We've lined up the three yellow blocks at the same time as the three purple blocks for a six-block combo.

1 Move this block once to the right.

2 Move this block twice to the right.

3 Move this block once to the right.

4 Finally, move this block to the left once.

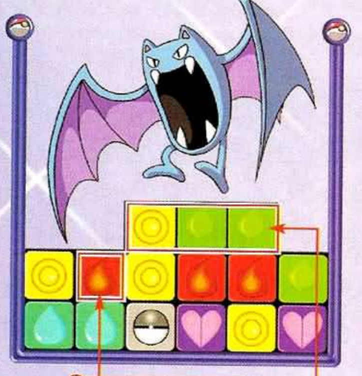
 Chains

To create chains, you'll need to plan ahead. Clear multiple groups of three or more blocks, one after the other, to form a chain. Generally, you can create a chain by having blocks fall right into a group of three or more blocks. It's sort of like a chain reaction. The higher the number of chains in a row, the higher the score.

Chain, Chain, Chain



The chain is started by switching a light blue block with a red block, creating a six-block combo. Notice that when that combo clears, it will cause a pair of green blocks to fall and line up with another green block, creating a chain. With practice, much longer chains can be made.



1 Move block once to the right to clear the red blocks.

2 These blocks will fall down a row to clear a set of yellow and green blocks.

Two in a Row

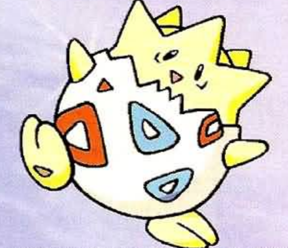


The chain starts with the red blocks lining up. Notice the dark blue block on top of the disappearing set of three blocks. When it drops, the chain will be complete.

Make It Double

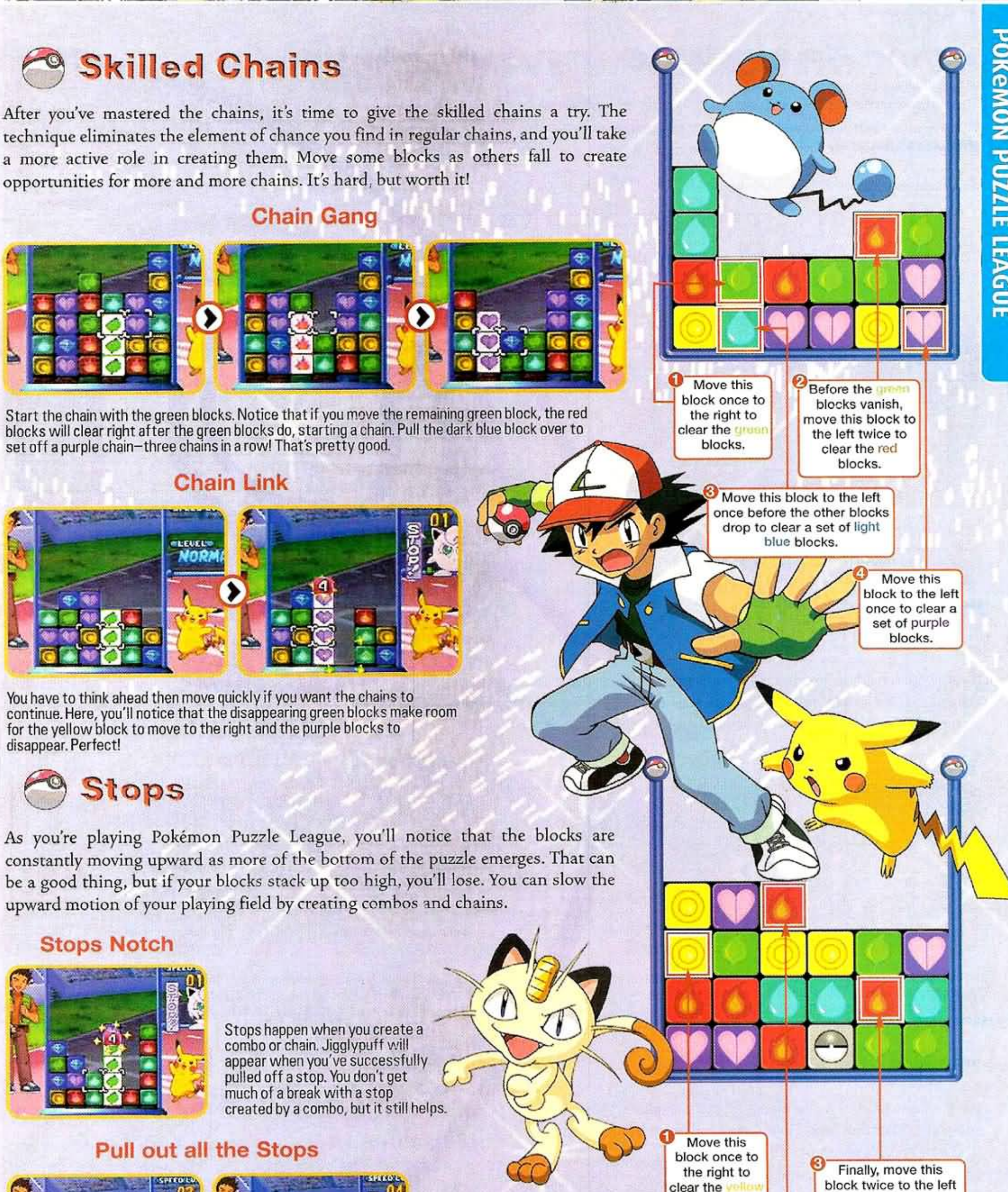


When you create a chain, you'll see a number pop up. The first chain you create will earn you double points.



Skilled Chains

After you've mastered the chains, it's time to give the skilled chains a try. The technique eliminates the element of chance you find in regular chains, and you'll take a more active role in creating them. Move some blocks as others fall to create opportunities for more and more chains. It's hard, but worth it!



Chain Gang

Start the chain with the green blocks. Notice that if you move the remaining green block, the red blocks will clear right after the green blocks do, starting a chain. Pull the dark blue block over to set off a purple chain—three chains in a row! That's pretty good.

Chain Link

You have to think ahead then move quickly if you want the chains to continue. Here, you'll notice that the disappearing green blocks make room for the yellow block to move to the right and the purple blocks to disappear. Perfect!

Stops

As you're playing Pokémon Puzzle League, you'll notice that the blocks are constantly moving upward as more of the bottom of the puzzle emerges. That can be a good thing, but if your blocks stack up too high, you'll lose. You can slow the upward motion of your playing field by creating combos and chains.

Stops Notch

Stops happen when you create a combo or chain. Jigglypuff will appear when you've successfully pulled off a stop. You don't get much of a break with a stop created by a combo, but it still helps.

Pull out all the Stops

When you keep a chain going, you will create a very long stop. The longer the chain, the longer the screen will pause before moving up. Those sorts of stops can make all the difference when you're playing a tough opponent.

POKéMON ATTACK!

Your opponents have good reason to pull off combos and chains—for every impressive trick they pull off, a garbage block will make its way to your side of the screen, slowing you down and maybe even knocking you out! Of course, your opponent will feel the pain if you manage to set some combos and chains in motion. You have to attack to win!

 Combo Garbage Blocks

The combo garbage blocks send a block of the number of the combo minus one to your opponent. If you complete a four-block combo, your opponent will get a three-block garbage block. Work on those big combos to mess up your opponent.

Attack Your Opponent



When you create a four-block combo, a three-block horizontal bar will land on your opponent's pile. Your opponent can't clear those blocks until he or she has cleared a row of blocks underneath the garbage block.

When You're Attacked



You can't prevent an attack, so you'll just have to deal with it. Clear a row of three or more blocks underneath the garbage block to break it up into the useful, colorful blocks you're used to.

Chain Garbage Blocks

Chains are harder to execute, so the rewards for them are greater. Complete one chain (you'll see a x2 icon that shows you've cleared two sets in a row)—you will send a garbage block that stretches across an entire row to your opponent. The maximum garbage block you can send over is a 12-row garbage block for 12 chains (13 groups of blocks cleared in a row or x13).

Garbage Delivery



Set as many chains as possible off in a row to send a large garbage block your opponent's way. This single chain created the light blue garbage block on the right. Longer chains mean much longer garbage blocks!

Taking Garbage



You can't fight off garbage blocks, either, so clear them out as quickly as possible. If you play the harder difficulty levels, you can count on very large garbage blocks coming your way. Watch out.

3-D PUZZLE

Many of the modes, including all of the two-player games and the one-player Marathon and Time Zone Modes can be played in 2- or 3-D. The 3-D puzzle is sort of cylindrical, and you can spin around it to find new places to create combos and chains, which to makes it a little easier. As the game goes on and speeds up, it can become very difficult to keep up with every part of the 3-D puzzle.



PLAY TILL YOU DROP

Like Tetris Attack before it, Pokémon Puzzle League is a fast-paced, challenging puzzle game that can become habit-forming. Unlike Tetris Attack, Pokémon Puzzle League also features some of the sights and sounds from the popular Pokémon cartoon, making it even more involving.

WHIRR, WHIRR,
WHIRR, WH
WHIRR, WHIRR
WHIRR, W
WHIRR, WHIR
WHIRR, WH
WHIRR, WHIRR
R, WHIRR, W

by now, you know the drill.

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™











ARMY MEN™ SARGE'S HEROES™ 2

ARE YOU PLASTIC ENOUGH?

BURNING PLASTIC IS JUST FEAR LEAVING THE BODY.

Pride. Honor. Really, really small hands. It takes a special kind of soldier to fight in this army. Do you have what it takes?

ENLIST... FOR THE GOOD LIFE!

From the moment you make your way off the bus, stow your gear, and walk into the barracks of 3DO's Army Men: Sarge's Heroes 2 for the N64, there's a quiet sensation that you've left your old life behind. As they shave your head and dip you in green plastic, that quiet sensation grows almost jackhammer loud. This is more than just a way to smash the evil tan forces of General Plastro; this is a chance to learn and grow. A chance to become a man. A plastic man.

SEE THE WORLD

In Sarge's Heroes 2 you'll experience sights and sounds few have ever seen or heard. Trudge through the remains of a seven-course meal with a five-ounce machine gun in your hands. Duck and cover in the fridge behind slices of cheese as you exchange fire with the tan menace. Search for fallen comrades in a bedroom the size of a city. Perhaps your friends have talked about such places. When you return from your tour of duty, you'll be able to join those talks with a knowing smile—you've seen it. You've lived it.

FREEZER BURN: A SOLDIER'S TALE

You march with your platoon through a fantastic, frost-covered world. But it's no winter wonderland, soldier—behind the boxes of spaghetti and ice cube trays full of frozen greens lie battalions of tannies, just waiting for you to show a moment of weakness. Your senses are on high alert, palms sweaty, teeth quietly chattering. Ahead lies the blue portal that will lead you home. Suddenly, the rumble of heavy engines. A massive robot the size of a skyscraper is heading your way! Without a second thought you unsling your rifle and squeeze off five rounds, which bounce off its armor like BBs. Quickly you snatch up a rocket launcher and fire. The missile strikes home, sending that overgrown toaster to an early junkyard. It's good to be in Sarge's Army. You've never felt more alive.



Earn money for college through the 3DO GI Bill, and learn skills for life in the process.



Your boot camp training and hard work will prepare you for anything—even gigantic robots with flamethrowers.



Where's Plastro? Hmmm, this guy looks familiar...

TAN ZOMBIES MUST MELT!

You dive behind a tombstone as grenades explode, thinking once again how fortunate you were to have basic training with Sarge. He taught you to be prepared for anything, especially the unexpected. "I sure wasn't expecting a zombie," you think to yourself as you slam a fresh magazine into your large, green machine gun, stand up and give the undead freak what for. Multicolored plastic bits fly like rain as you scatter the undead tan across five counties. Minutes later, the castle of Dr. Madd is under control. You spend the rest of your day cleaning zombie goo out of your boots. You see Sarge under a dead tree, quiet, contemplative. You know he's not ready to rest; with over 17 levels to discover and conquer, your mission has only begun.



Vicki Grimm shows those tannies what greens are made of and gives them a good, long look at their own insides in the process.



Zombies were outlawed by the Geneva convention, but it seems there's nothing that dastardly Plastro won't do to destroy Sarge.

BORN PLASTIC, BORN PROUD!

VICKI GRIMM

"THERE'S NOTHING BETTER THAN BLASTING TAN SCUM, ESPECIALLY IF THEY BEG FOR MERCY FIRST!"

BE A HERO! JOIN UP TODAY!

THE TAN MENACE

All that is required for the triumph of evil is that good men do nothing. Soldier, if you don't enlist in Sarge's Army, General Plastro will strike for world domination using the Tan Domino Theory: a plan where the evil General takes a bunch of large dominoes and proceeds to squish us flat. We won't lie to you—the work is grueling, the odds are long and the chances of your coming home in a sandwich baggie are good. Here are just a few of the terrors you'll face.

THEIR LEADER



Don't let his ample belly or pudgy fingers fool you—General Plastro is a cunning and ruthless opponent. With his large army and unquenchable thirst for power, the gargantuan general stops at nothing to see the greens wiped off the face of the toy box once and for all. You'll face his most deadly inventions and veteran soldiers, armed to the teeth with rocket launchers, grenades and flamethrowers. And if that weren't enough to make your plastic run cold, just look whom he's recruited this time around.

DEVIL IN A BLUE DRESS



She's the sneakiest spy since Mata Hari, and twice as deadly. It's Bridgette Bleu, and Plastro has enlisted her help in his diabolical war. Don't be fooled by those big, blue eyes; this is one soldier who packs serious heat, and we're not talking about her smoldering eyes! Two words of advice, GI: Beware blue.

BRIDGETTE BLEU

"VEE BLUES ARE NOT ZUCH BÄD TOYS, BUT VEE DO LOVE TO SEE ZEE GREEN SOLDIERS DÄNCE... EZPECIALLY ON ZEE HOT STOVE BURNER!"

I, ROBOT

The tan mechanics have been busy recently, and they've created some truly horrifying windups that will set the boldest green knees a-tremble. Suck it up, leatherneck! If you're brave, you can throw a large monkey wrench into Plastro's plans.



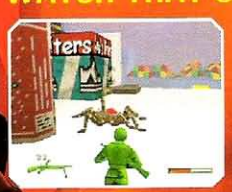
The good new is, all robots eventually turn against their creators. Unfortunately, you can't afford to wait that long.

DANGER, WILL ROBINSON!

It's 20 stories tall and armed to the cogs with nearly a pound of plastic-shredding fury. This gearwork goblin is Plastro's finest creation, and he'd just love for you to meet it—or any of his other mechanical monsters. Keep in mind that all recruits get a free burial, with full military honors, at the Arlington National Sandbox.



WATCH THAT STINGER



You'll thank heaven, and Sarge, for your trusty machine gun when you go toe to toe with a nearly two-pound metal scorpion. Other loathsome insects you face include black widow spiders and any tan with a mortar launcher.

COMRADES IN ARMS

Your moment of truth is at hand. It's decision time—will you join, or not? Becoming one of Sarge's elite Heroes is a dangerous business, but take heart. You'll have more than just your wits to aid you: you'll have the full force of Sarge's green juggernaut. Still not convinced? Worried about returning home to your girl in a matchbox? Well, don't come alone. Bring a friend. Or three! This war has extracted a heavy toll on us all, and we need all the good soldiers we can find.



GOOD FRIENDS, GREAT MEMORIES

Nothing forms a bond like putting your hand in the smoldering plastic goo of your best friend's face. As a hero, you'll meet the best friends you'll ever have: Riff, Hover, Thick, Scorch, Colonel Grimm and the whole gang will be there, ready to join the Battle of the Beige. Each with his own special weapon, each with a heart as big as a nickel. You'll fight side by side with the mythic warriors, and you'll fight all the better for it.



Thick may not be the brightest soldier around, but no one's better at lying low a tide of tannies.

VICKI TO THE RESCUE

In Sarge's Army, there's no discrimination. That's why you'll spend a few of the levels fraggin' tannies as Vicki Grimm, the hot pants-wearing daughter of our beloved Colonel Grimm. Don't be fooled, my green-skinned soldier! Though Miss Grimm may be, ahem, a little green, her fighting spirit and dead-eye aim make her a formidable ally. Though you might find yourself bailing her out of trouble once or twice...



Don't say she fights like a girl, unless you want to tell it to the business end of a flamethrower.



BRING A FRIEND

No man is an army, and that's why you'll need the help of friends. Enlist with up to three other recruits, then practice for those tannies by putting holes in each other. You'll have a large selection of battlefields, as well as the ability to play as any member of Sarge's platoon. And, if the action ever gets to be too much to handle, just switch to the Family Mode for battle so easy, your dear mother could do it.



The more friends you have, the more adrenaline will flow. Hook up with three other recruits for a true taste of the glory of battle.



THE TOUGHEST JOB YOU'LL EVER LOVE

This is no toy story; this is combat. Remember, it takes a small man to face his fears and an even smaller man to overcome them. They may take our accessory packs, but they'll never take our freedom. Join up today!

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



STARCRAFTY

Nothing comes easy for those who choose to craft a few battles among the stars. Starcraft 64 is not for wimpy gamers. The battles are long and involving, and your strategies have to be pretty solid, or you'll be seeing stars. There are a few secrets in Starcraft's universe, and you'll have to make some pretty shrewd moves to find them. And don't forget that if you use the cheats to beat a level, you won't be able to move on to a new level.

MEGA BUILDING

While playing Vile Disruption (Episode Six, Mission One), make your way to the top right of the map until you see a disk next to the border. The disk gives you Mega Build, which speeds up your building, upgrading and repairing.





SPECIAL DELIVERY

You'll have to beat the first three episodes to open up the Special cheat. That might seem like a tall order, but trust us—the Special cheat really is pretty Special.

SO SPECIAL

Using Special, which is basically invincibility, the saddest band of ragtag fighters can beat up on the toughest opponents. It probably won't give you a big sense of accomplishment, though.



MORE THAN MEETS THE EYE

It must be really cool to be a Transformer. They're both robots and animals—most of the Nintendo Power staffers are either one or the other. Follow the steps to unlock some of the hidden robots in the rental-only game.

RAVAGE

To open up Ravage in Arcade or Versus Mode, stop on Cheetor, hold down the Z Button, then press A. Use Left and Right to cycle through his colors until Ravage appears.



TIGATRON

Tigatron is opened in the exact same way that Ravage is. Cycle through Cheetor's colors with Left and Right—Tigatron will also show up. The codes also open up alternate color schemes for the regular characters.



STARSCREAM

Starscream is hidden in Waspinator's area. Move the cursor over to Waspinator, hold Z, then press A to reveal the wasp's other color schemes and good ol' Starscream.



BLACKARACHNIA

This supercool spider is accessed in another spider's nest. Stop the cursor to highlight Tarantulas, hold Z then press A to open Tarantulas's alternate colors. Blackarachnia will appear as you cycle through the colors.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



A HUNK O' MAN AND A HUNK O' TOFU—THAT'S GOOD EATIN'

Some people think they know what survival horror is all about because they've eaten deep-fried, nacho-cheese-flavored tofu chunklets with peppermint sauce when their friend was taking an "international house of tofu" cooking class. Yeah, that is pretty horrible, and they're lucky to have survived. But survival horror is also the genre that Resident Evil 2 belongs to. If you can't get enough of those Zombies, and you know we can't, we've got some scenario-opening codes for you that just might change the way you look at tofu.

TOUGH HUNK

The 4th Survivor, Hunk, can be accessed by beating the B scenario of either character with a "B" ranking or higher. That basically means you've also got to complete an "A" scenario, too. The ranking system is based on speed, saves, and items and weapons used, and is better left unexplained.



EASY HUNK

Why bother with arcane ranking systems that require you to play the game quickly and well when you could just enter a code? At the Load Game menu enter Up, Down, Left, Right, Left, Left, Right, Right, L, R, top C, right C, bottom C then left C. You will go straight to the 4th Survivor Mode.



TOFU IMPOSSIBLE

The tofu scenario is practically impossible, since the bean curd survivor has only a knife with which to defend itself. Reaching the scenario is also tough, because you have to play either the Leon A and Claire B scenarios three times or Claire A, Leon B games three times with an "A" ranking each time.





TOFU POSSIBLE

You may have already played six alternating games to unlock tofu, but if you didn't and you still want to play with your food, we've got the code! Enter Up, Down, Left, Right, Left, Left, Right, Right, L, R, top C, left C, bottom C, right C to handle the tofu.



SECRET FILM

If you'd like to develop a bit of film while you're running away from the zombie-types, search the desk to the far left of the S.T.A.R.S. office 50 times. The 50th time, you'll find a *roll of film*. Take it to the darkroom and develop it to see a picture of a character from Resident Evil in a basketball uniform.



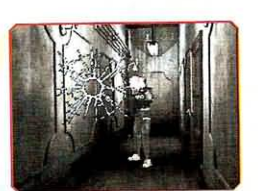
RANDOMIZER

There are a few things found only in the Nintendo 64 version of Resident Evil 2, and this is one of the coolest. After you've finished A and B scenarios, you can select the Randomizer Mode, which places items in random locations throughout the game. Talk about infinite replay value!



SHOOT THE SCREEN

You won't get anything for shooting the screen, but it's a pretty freaky extra that you might have found accidentally. Turn your character to face the screen and shoot. You will see a bullet hole appear on the screen. This won't work in every room.



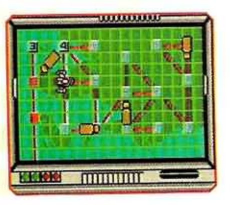
BIONIC COMMANDO
ELITE FORCES

TAKE COMMAND OF COMMANDO

Hey, we know how it is. You're just trying to get along with your bionic self, swinging around on platforms and blasting enemies. But all commandos have off days, even the bionic ones. For those times when you're feeling all too human, give our little trick a try. You'll start feeling bionically enhanced again in no time.

BIONIC BACKUP

When one of your missions goes sour, you can press A, B and Select simultaneously to jump back to the map where you drive to your missions. You can move to another part of the map where you know you'll find power-ups, lives and other bionic blessings.





SOMETHING FISHY

One of the coolest things about Pokémon Yellow is that it lets you turn to talk to Pikachu and check on its status. You've probably been checking it often to see how happy it is, but have you checked your little friend when you're fishing?

FISH TALES

Walk up to the water you're going to fish in so that Pikachu is standing next to you, not behind you. Fish, then turn to talk to Pikachu. It will respond with a speech balloon that has a fish in it. How can Pikachu say "fish" when all it can say is "Pikachu?"



BUCKETHEAD

Pikachu isn't done with the comedy yet! After it tells you about the fish, you will get a close-up, just like when you normally check Pikachu's status. But Pikachu will be clowning around, wearing a bucket on its head! What a goofball!





POWER UP POKéMON

If you're looking for a way to raise your Pokémon's stats, we've got an answer—it's not for the impatient, and it works only in Red and Blue. Have a Pokémon fight until a move that it learned is out of PP. Take the Pokémon to a PC and store it, then take it right back into your party. Heal the Pokémon and check its stats. One or more of its abilities will be raised it by at least one point.



Fight until you've used up all the PP of one move. It can't be a move you taught your Pokémon.



Check your Pokémon's stats after it's been stored and healed to see the improvement.



TRADING CARD TIPS AND TRICKS

As the commercials point out, Pokémon Trading Card Game for Game Boy is a good learning tool for people interested in the Pokémon Trading Card Game. The best part is that you're not playing against real people, so you can cheat without fear! Actually, it's not cheating as much as it is an electronic "do over." More things in life should be "do over"-able, don't you think? We're not suggesting that you save at every opportunity and switch off your game every time something doesn't go your way, but for the stuff that happens only once, we think it's OK.

SLOWPOKE

After you've earned a good number of Energy Cards, a boy will ask you for all your unused Energy Cards in return for information on how to get a Slowpoke Level 9 Card. Turn the game off, then on. Construct a bunch of decks until you have only one Energy Card left. The Slowpoke card will cost you only one Energy Card!



ENERGY FIX

If you don't rework your cards so that Slowpoke costs only one Energy Card, you can recover a lot of that energy by visiting Sam or Aaron in Dr. Mason's lab. They're always a good source of energy, no matter what you've done, because their Booster Packs are comprised solely of Energy Cards.



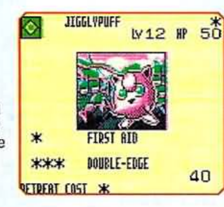
BATTLE ON

When you're facing a series of opponents in the Challenge Cup, you will be asked if you want to change your deck between matches. Always say yes, then save before returning to battle. That way, you can switch your game off and on if you lose and start the match over.



JIGGLYPUFF

A rare Jigglypuff card can be caught more than once, as long as your battling skills are up to puff. If you beat your Rival, Ronald, the first or third time you battle him, you'll win the special card. It's also a prize in the Challenge Cup after you've beaten the game, but again, you have to win!



Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD ➜ ⬅ ⬇ ⬆ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER





METALS, NOT MEDALS

You'll have to be an Olympic-level button masher to beat the events in this game, but if it's metals you're after, the only skills you'll need are spelling and scrolling. Choose any event in the Trial Mode. It doesn't matter which one you choose, although some events, like weightlifting, will give you a better view of your metallic marvels in action. Choose any country, and when you are asked to input a name for your athlete, use one of the places below. Input the names exactly as shown, with uppercase and lowercase letters. The cities (Mexico is an abbreviation for Mexico City) you use for your names all have something in common, besides being great places to go on vacation. Can you figure out what that something is?



A pretty metallic silver with blue and purple highlights shows up when you enter "Seoul" as your name.

NAME	METAL COLOR
Helsinki	PALE GOLD
Moscow	YELLOW-ORANGE
Munich	PALE SILVER
Roma	BRIGHT BRONZE
Sydney	MIRROR SILVER
Mexico	GREEN
Tokyo	RED
Athens	SILVER GREY
Atlanta	YELLOW-ORANGE
Seoul	SILVER WITH PURPLE AND BLUE HIGHLIGHTS



IT'S GETTING UGLY IN HERE

We mean that in the nicest possible way, of course. These cheats aren't going to change the way you look at Excitebike 64, because it's such a cool game already, but one will change the way you look at the Credits. To enter the codes, go to the Main Menu. Press and hold L, right C and bottom C, then push A. The cheat menu will appear, and you'll be able to enter the codes. If the code doesn't make it to the end of the space, don't enter in blank spaces—just go to the end and choose "OK." You'll see a message that tells you the cheat is enabled.

MUGGING

To see a picture of the developers while the credits roll, enter UGLYMUGS into the cheat menu, then go to the Options Menu and choose Credits. The development team photo will appear behind the credits.



PINHEADED

Fans of the Super Mario Bros. Movie will appreciate the Small Head Mode, which gives the Excitebikers tiny heads reminiscent of the teeny little heads on the bulky, maroon-coated "Goombas" in that fabulous movie. Enter PINHEAD for your little heads.



BEAT THIS!

If you're really feeling good about yourself, you can enter PATWELLS on the cheat menu to enable Beat This! Mode, a super-hard mode for the exceptionally gifted Excitebikers out there such as Nintendo's star tester, Pat Wells.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.

TAZ™ EXPRESS

WHEN IT ABSOLUTELY, POSITIVELY HAS TO BE PREVIEWED....

Taz Express from Infogrames promises to deliver action and giggles straight to your N64. But how does Taz Express service measure up to the competition? Gamers hungry for information, not to mention fun and lots of pizza, need look no further.



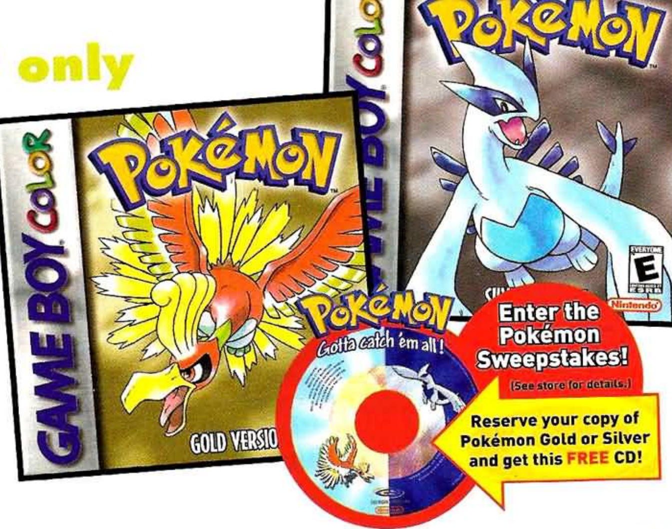
No mountain is too steep, no river too swift, no street too crowded with traffic and no planet too far away that Taz Express won't brave all to deliver packages there. For Taz Express, it's the journey that's important, not menial considerations such as on-time delivery or careful handling. The company dream is simple—one Taz, one package, and almost endless opportunities to eat snacks, get lost and bust up the scenery using the Taz Tornado. But the reality of Taz Express has been twisted into a nightmare adventure that leads all the way to Mars and back. It seems that everyone and everything in the game is conspiring to steal or destroy the precious yet mysterious crate that Taz must deliver. At every turn, ZedTwo Game Design Studio has cunningly challenged Taz (and gamers like you) in the 96-Megabit postal platformer. Fiendishly clever traps have been set, testing the skill, endurance and intelligence of every Taz Express carrier. And villains such as Wile E. Coyote and Marvin the Martian will take a crack at the crate whenever they get a chance. So, in spite of all the mailing mayhem, can Taz Express deliver the gaming goods? NP pried up the lid to take a peek.







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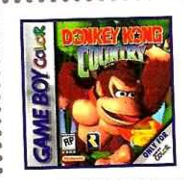
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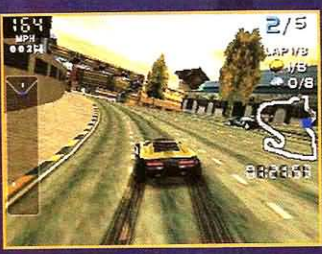
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Flash forward 49 years to the City by the Bay, where high-tech autos are still taking the hills way too fast. With Rush 2049, Midway uses high-flying action to push its big-air racing franchise into high gear.

POP THE CLUTCH

There's more to racing in Midway's Rush 2049 for the N64 than going fast and staying on the pavement. Only a small portion of the game is available for play when you first hit the ignition, so you'll need to collect items and rack up miles before you'll see all the futuristic tracks and cars.

WARNING: STUDENT DRIVER





Don't expect a checkered flag your first time out on the track. Tear through the different courses in Practice Mode. You'll learn the twists and turns in the courses, and maybe even find a few shortcuts to give you the edge in competition.

MILEAGE MEANS MUSCLE







Regardless of the mode, you'll add miles to your odometer whenever you drive on a track. As you reach specific milestones, new parts will be added to the options menus for customizing your vehicles.

COIN OPS

First you get a pile of money, then you get to drive the hot cars. That's the way it works in the real world, and that's the way it works in Rush 2049. In Rush, however, you don't have to put on a tie and go to an office building. Gold and silver coins are lying around in the streets. It's not easy money—you'll need to work for it.

THINGS YOU'LL DO FOR MONEY



Each track has eight silver coins. Some of them are in obvious places, while others are well hidden. Once you touch a coin, it will be recorded on the coin tally for that particular track.



You can also find eight gold coins on each track. There is usually one coin somewhere on each track's shortcut. Other coins are high in the air. Experiment with different flight paths until you find them.

TRICKED-OUT RIDES

As new car options become available, you'll be able to access them on the car selection menu. All the cars start out with roughly the same performance characteristics but change dramatically when you start switching out parts under the hood. You can build your car to suit the task at hand.

THE SHOWROOM



Rush 2049 has 13 cars for your every mood—whether you want to show off your bank account in the Euro LX or release your inner hillbilly in the Crusher. As mentioned before, some models must be unlocked.

TRANSMISSION



A player's skill level tends to dictate the type of transmission he or she should pick. Four basic transmission styles—regular, Pro, Sport and Battle—are each available in both manual and automatic.

ENGINE





Bigger engines with greater piston-pushing power will become available as you put mileage on the odometer. You'll find it easier to win with the 8.0L V10 than the 3.2L HP V6—if you can control the power.

FRAME



The weight of your frame dictates how the car behaves on bumps and jumps. A lighter vehicle will be tossed in the air on bumps that will barely phase a heavy car. On the other hand, a lighter car will climb hills faster.

WINGS



The retractable wings in the car's undercarriage will give you a small amount of lift while you're airborne. Because you go much faster while flying than you do on the ground, you should use the wings—which come in two sizes—as much as possible.

COLOR





There are dozens of different color schemes available for each car when you mix and match base and trim colors. Go crazy in the paint shop.

RIMS



Little things mean a lot when it comes to people and their cars. You probably won't see much of the rims while you're racing, but you'll know they're there.

CIRCUIT RACING

The core single-player game in Rush 2049 is Circuit Mode, which pits you against five drone cars in a series of races. The tracks and conditions are chosen for you, though you can still assemble your dream machine from the car options menu. You'll get updated stats and a password after each race.

FRESH CARS




Terrain and turns vary on the different circuit tracks. Some have dirt patches that require tires with coarse treads. Other tracks may have sharp turns that require tight handling. Make the necessary options adjustments to your car before each race.

ABORTED CRASHES




The crazy physics in Rush 2049 can take you on a wild ride if your car lands at an odd angle or hits an object just right. To get back into the race quickly, rather than watch your spectacular crash, hit the top C Button to reset your car on the track.

SUBLIME SKID MARKS




You won't make it through many of the tracks without hitting the brakes from time to time. In most cases, you should tap the brakes and turn the wheel well before the turn to start a controlled skid. If you brake too much, you'll pull a 180.




Once you feel comfortable with the game's control scheme, experiment with more advanced turning techniques, such as using reverse instead of braking to make the car drift through turns.

JUST WING IT



You'll be able to use the wings only when you get big air on a jump. Fortunately, that happens quite a bit. Be careful not to use the Control Stick too much while you're in flight. You may go into an uncontrollable spin.



On really big jumps, such as the Track 4 jump, try to make use of rooftops and other high platforms to jump ahead of other cars. You can also use high jumps to access hidden shortcuts.

TROUBLE IN TRANSIT




Even though you don't take public transportation, you should try to familiarize yourself with the train and cable car schedules. Remember where their tracks are located then get out of the way—you'll never win a game of chicken.

INADVERTENT HELP




Whenever possible, position yourself between a rival car and the outside of a turn. You can smash into the side of the other car to push yourself through the turn. As an added benefit, your rival will often crash into a wall or stray off course.

TIME TO SHAVE

Racers who know all the shortcuts around town have an unfair advantage over the poor saps who stay on the official course. It may take you a little time to find all the secret areas, but it's worth your while to scout around in Practice Mode. The CPU-controlled cars will use the shortcuts, so you'll need to cheat, too, if you want to win.

UNOFFICIAL CORNERS





You'll have a hard time making it through most tracks without cutting the corners at certain turns. Try to avoid grass and loose soil when possible. Instead, look for corners with packed dirt, sidewalks and pavement.

EASY GREEN





Keep your eyes peeled for green arrow strips on the track. They'll whisk you away at 200-plus mph speeds if you approach them head-on. Beware of arrows going the opposite direction, however. They'll bring you to a dead stop.

THE OLD SWITCHEROO




Some of the shortcuts must be activated by driving over switches, represented by glowing grates on the ground. After you pass over a grate, it will change from red to green.

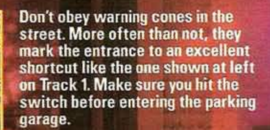



Once a switch is activated, a door will usually open somewhere in the immediate area. It's always a good idea to investigate the entrances, as they usually lead to at least one coin.

THE BACKSTREET PLOYS



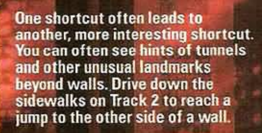




Don't obey warning cones in the street. More often than not, they mark the entrance to an excellent shortcut like the one shown at left on Track 1. Make sure you hit the switch before entering the parking garage.







One shortcut often leads to another, more interesting shortcut. You can often see hints of tunnels and other unusual landmarks beyond walls. Drive down the sidewalks on Track 2 to reach a jump to the other side of a wall.






You may need to explore some of the shortcuts a few times before you find all the jumps and connections. On Track 5, approach a narrow ramp at high speed after coming out of a long tunnel to pull off a jump to a new area.

BATTLE MODE

If there's anything more fun than driving fast and pulling off death-defying jumps, it must be driving fast, pulling off death-defying jumps and firing powerful weapons off the roof and hood of your car. Battle Mode allows up to four players to mix it up on varied terrain.

MEAN STREETS





All of the tracks in Battle Mode are in relatively small, enclosed areas, but some are more distinctly arenalike than others. Take advantage of the ramps and hiding places to ambush opponents.



If you prefer more realistic fighting environments, choose one of the city street venues from the eight available tracks. Such tracks allow you to employ more racing skills in your battle tactics.

COMBAT CUSTOMIZING





Battle Mode is very different from racing—you can't use wings, for example—and you should customize your car to reflect those differences. A heavy frame is usually a good idea. It helps to prevent you from flipping over when you drive over bumps.

IN THE HOLE





You have the option of allowing negative points in Battle Mode. You score points every time you destroy an opponent, of course, but can also score points against yourself by crashing your car. Try not to flip your car over.

VANISHING ACT



Invisibility power-ups are among the most useful items to pick up in a battle, because they allow you to sneak up to your opponent without detection. Bear in mind, however, that your opponent can always look at your screen to figure out where you are.

UNSTOPPABLE



The Shield power-up creates a temporary energy bubble around your vehicle that protects you from weapon blasts. Track down your opponents quickly after the shield goes up—or you may be caught in a vulnerable position when it wears off.

TWO-ON-TWO





Strategy becomes an important consideration when four players split off into two teams. Teams can assign specific duties to each player. For example, one player can act as a chaser, driving opponents into a teammate's ambush.

MACHINE GUN




Rapid-fire Gatling Guns are excellent chase weapons, allowing you to spray plenty of bullets at opponents as they try to evade you. You need to score several hits before an opponent's car is destroyed, however.

ROCKETS




The roof-mounted rocket pod is capable of launching several unguided missiles in quick succession. Each rocket has enough explosive power to destroy your target, so only one rocket from your salvo must find its mark.

GRENADE LAUNCHER




The versatile Grenade Launcher can hurl a mess of explosives, blanketing an area with fiery blasts. Each grenade bounces once before detonating, so the launcher is a useful tool for rooting out opponents who are hiding around corners to ambush you.

RAIL GUN



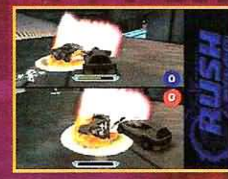

With its slow rate of fire, the Rail Gun may seem, at first, like a liability in a fast-paced battle, but you can hit a target almost instantly after hitting the Z Button. The speed of the energy blasts makes the weapon excellent for sniping.

MINES




You get only three mines per power-up, but you can put them to good use by studying your opponents' movements then placing the explosives at strategic intersections. Deploy the mines quickly then chase your opponents into them with another weapon.

BATTERING RAM




When you have the Battering Ram affixed to your car's grill, you can ram opponents' cars with impunity. The collision will turn other cars into flaming wrecks, but you can drive off without a scratch to search for another victim.

SHOCK WAVE




Successful Shock Wave attacks require virtually no skill. All you need to do is position yourself in the general vicinity of a rival car then release a circular wave of destruction. Only a fool would chase you when you're carrying the weapon.

HOMING MISSLE




Sit back and let the weapon do the work for you. A Homing Missile will lock onto the nearest vehicle in its flight path, destroying the target when it hits its mark. Because the missiles are relatively slow moving, you can sometimes dodge them.

STUNT MODE

In Circuit and Battle Modes, big air is merely a means to an end. In Stunt Mode, it's your ultimate objective. Perform astonishing aerial acrobatics to earn points in four different stunt arenas, but remember that every spectacular takeoff requires a landing—be it safe or otherwise.

BUILT TO FLY





The four arenas have distinctive surfaces and jumps that require you to tailor your car's options for optimum performance. For example, you should put off-road tires on your vehicle when competing on the packed dirt of the outdoor arena.

ONE-UPSMANSHIP





Two players can go head-to-head in timed competitions. The possibility of a mid-air collision makes Stunt Mode that much more interesting. Try to leap ahead in the scoring by performing spectacular stunts for big points.

STICK THE LANDINGS







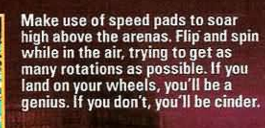
Points are awarded in Stunt Mode based on how you use the wings, how high you fly, how many spins you pull off and more. The higher you go, the greater your options for racking up a big score.

A FEW GOOD FLIPS









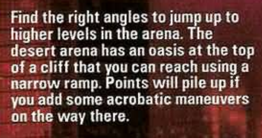
Make use of speed pads to soar high above the arenas. Flip and spin while in the air, trying to get as many rotations as possible. If you land on your wheels, you'll be a genius. If you don't, you'll be cinder.











Find the right angles to jump up to higher levels in the arena. The desert arena has an oasis at the top of a cliff that you can reach using a narrow ramp. Points will pile up if you add some acrobatic maneuvers on the way there.









Some ramps have peculiar outcroppings at the top. If you approach them with enough speed, you'll shoot straight up, giving yourself time to assemble a killer stunt combination. Land safely for point totals in the thousands.

RUSHING ROULETTE

If you keep taking risks in all of Rush 2049's modes, you'll eventually be rewarded with new cars, new tracks and even an extra mode. Obstacle Mode—a treacherous course filled with booby traps and pits—is perhaps the biggest challenge on the Game Pak. By the time you unlock the maddening mode, you should have all the options you need to tackle it. Until then, keep rushing.





Exclusive sneak peek. Go behind the scenes in Japan!

Behind the Mask

In April, Link's follow-up adventure to Ocarina of Time was released in Japan. Here, the epic is scheduled to be released on October 26. So what exactly happens during the six months in between? Find out in a behind-the-scenes look at the making of an adventure with NP Senior Writer, Jason Leung, who's also writing the game's English screen text.

Day 1

Today is my first day of "localization" work for Majora's Mask. The Localization department here at Nintendo of America (NOA) essentially translates and tweaks games that come from Nintendo Company, Limited (NCL) in Japan to make them more appropriate for American audiences. Everything from writing new scripts, renaming characters and adjusting story lines falls on Localization's lap.



Of course, Zelda games are bigger on story and more long-winded with on-screen text than most games, so Localization has always sought help from the Publications group to doctor the series' scripts and inject personality into the writing. For the last three Zelda games, that Publications person was Dan Owsen, who's worked alongside Zelda creator Shigeru Miyamoto since A Link to the Past for the Super NES.

Eight years later, Dan is as busy as ever managing nintendo.com and slinging zingers for the site's Ask Dan column, so Zelda's Deku torch has been passed to me. I'll set forth my goals: to write dialogue as snappy as Dan's, to keep the text entertaining and to write in this journal every day.

Day 15

OK, well, two out of three's not bad. So it's, like, two weeks later and I haven't exactly kept my goal of keeping a daily journal. Majora's Mask is far more difficult than Ocarina of Time. For pretty much seven days a week, 15 or more hours a day, I've been trying to finish this game and rewrite its 8,000 or so script pieces (ranging from single sentences to long paragraphs). Somewhere along the way, I've also found some time to slee...

OK, so it's, like, an hour later now, and I've apparently squeezed in one of my power naps. Localization's translator, Bill Trinen, pulled similar exhausting hours translating the game's script for me (the adventure easily beats Ocarina in the text department). Bill has translated everything from Super Smash Bros. to Mario Party 2, and I must reword and rework his entire literal translation before I leave for Japan next month to work with the Zelda team.

Three Strange Days

Link makes the most out of the three days he must live over and over again. It's all about *how* you live those days. And while the Zelda teams at NCL and NOA made the most of their time everyday, it really can't measure up to the epic adventuring that Link gets done in 72 hours. Compare for yourself.







Day 24

Could the last two dungeons be any harder? Stone Tower Temple has you flipping the dungeon upside-down and back again, while Great Bay Temple's rushing waters funnel you away from areas you'd like to reach. Somehow, I completed the game 100 percent last weekend and have just wrapped up writing the text today. NOA's testers can begin checking my work in the game.



More topsy-turvy than the Forest Temple from Ocarina of Time, Majora's Stone Tower Temple is a flip-floppable dungeon that can put the sky at your feet.



Day 28

Today, I arrived in Kyoto, Japan, the city where NCL is headquartered. If this is my last journal entry, it's because I haven't met my NCL translator, Masashi Goto, yet and have misinterpreted a train crossing sign.

Day 29

Good thing I looked both ways before crossing those train tracks. I'm still alive and am working at NCL, which, awash in various shades of gray, looks like a cross between a hospital and an old school building. Employees wear uniforms, and a bell even rings to alert them when lunch has begun and ended. Not that I was expecting circus animals or anything, but NCL appears sort of sterile. I'm beginning to wonder where all that creativity comes from...



Day 30

Today, script director Mitsuhiro Takano returned to work after his honeymoon in Europe. After Mr. Miyamoto came up with a story and framework for the game, Mr. Takano scripted it and breathed life into its characters.

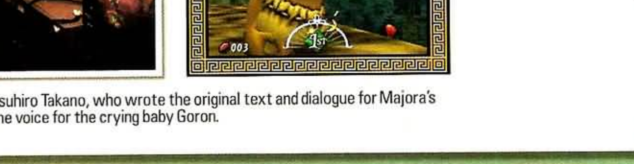
The game plays out sort of like the movie *Groundhog Day*. Instead of reliving the same day time and again, Link relives three days. On the final night, the falling moon will crash into Clock Town, a hamlet populated by citizens plagued with personal problems. As the game's clock ticks down (an hour roughly equals one minute of real time), you must solve as many people's problems and clear as many dungeons—which are connected to the falling moon—as you can. Before the deadline arrives, you can play a special song on your ocarina to return to day one so you can relive the days differently, in hopes of clearing more dungeons and helping more townsfolk.



As much as it is about exploring dungeons, Majora's Mask is about helping people. You spend a lot of time changing the courses of many lives, like a man who was wronged by a thief, a ranch girl whose cows are terrorized by aliens and a Goron baby who won't stop crying.







Script supervisor Mitsuhiro Takano, who wrote the original text and dialogue for Majora's Mask, also supplied the voice for the crying baby Goron.

Day One	9:00 a.m.	10:00 a.m.	12:00 p.m.	10:00 p.m.	12:00 a.m.
• NCL	Begin work day.	Check American script.	Break for lunch.	Finish for the day.	Go to sleep.
• LINK	Begin Goron adventure.	Chase Goron ghost.	Break snow boulders.	Finish off White Wolfos.	Put Goron baby to sleep.



Day 31

To make sure none of my text veers too far from the original, Mr. Goto is translating my script line by line to Mr. Takano. After Mr. Takano tells him what he thinks, Mr. Goto then translates the feedback to me and I make the necessary changes. Usually, it's just a matter of semantics. The Japanese word "aunt" is a synonym for "middle-aged woman." Luckily, we caught the mistake, so now the mayor's wife isn't already related to her future daughter-in-law.



Day 32

Normally, we wrap things up around 10 p.m., but tonight we finished up early since Mr. Miyamoto was taking the Zelda team out to dinner. There, game system director Eiji Aonuma and supervisor Takashi Tezuka told me how they've incorporated things from their everyday lives into the game. Development began in August, 1999 (though ideas for a sequel began right after Ocarina was finished), and the team rarely got to go home. As a result, many of the characters—like the Deku Scrubs, who are involved in a cross-country trading sequence—talk about not being able to spend time with their wives.



Takashi Tezuka

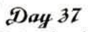


Day 33

Mr. Goto is actually in the process of doing the localization of Perfect Dark for Japan, so he's doing scripting work similar to what I finished last month. Today he showed me the "new" Joanna Dark. At NCL's request, Rare has slimmed down Jo and made her look more like the model in the ads. The game's also been renamed Red & Black, since Perfect Dark sounds trite and dull as far as Japanese titles go. Red & Black has a certain trite, dull ring to American ears, but it's catchy in Japanese. What works in one culture may not work in another. That's what localization is all about.

Day 36

Every morning NOA e-mails us the bug log, a list of errors that the American testers have found in the game updates we've been sending them. The US game benefits from Japanese gamers' feedback, so our version will boast new perks like a mid-quest save feature (instead of having to save every three days) and a cinema scene when you're reunited with your stolen horse, Epona. Of course, new things (not to mention my typos) give the testers oodles of new glitches to report, and it's our job at NCL to remedy the problems in the daily log.



Day 37

Script localizers from Nintendo of Europe (NOE) arrived today to see my final draft. A French, German and Spanish writer, each with his own Japanese interpreter, will begin learning about Majora's story so they can rewrite my script in their native tongue.

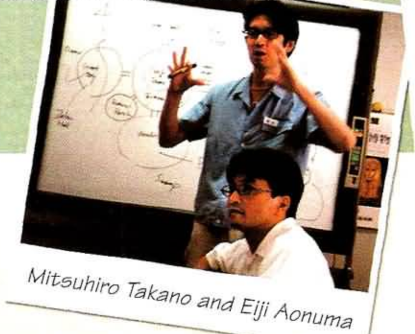


The Zora rock band was almost named "Blue Swamp," which is what Mr. Aonuma's name translates into when written in Chinese.

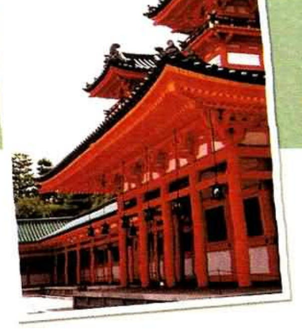


Link can find 20 collectible masks. He'll get most of them by solving the local townsfolk's problems.

Day Two	9:00 a.m.	10:00 a.m.	5:00 p.m.
• NOA	Morn arrives in US.	Check game for bugs.	Send NCL bug log.
• LINK	Link arrives in dungeon.	Check dungeon for traps.	Send boss packing.



Mitsuhiro Takano and Eiji Aonuma





Behind the Mask



More detailed than before, Link now wears a shoulder strap to end rumors that his shield was attached with Hyrulean Velcro.

Day 38

Today, Mr. Aonuma and Mr. Takano mapped out the complex story for NOE (the general consensus is that this is the best and most compelling story in the entire Zelda series) and diagrammed the intertwining relationships of the townspeople whose lives Link will affect.

Day 39

For every language the game is published in, the need for adjustments will arise. Jokes and customs are regional, so changes I tailored to English-speaking audiences may need to be revamped for gamers in France, Spain or Germany. Some names will have to change, too. Micky Auer from NOE Germany mentioned that the giant mechanical bull, Goht, had a name that seemed synonymous with the sound a tree makes when it falls. At NOA, we usually try to use the same names that are used in Japan, but I guess if Goht was named something like "Timber!" or "plop," I'd change the name, too.

Day 40

Majora's Mask is stuffed with dungeon adventuring, minigames and plenty of character interaction. The characters actually develop and change over the three-day period, so it's no wonder that the game has so much dialogue and screen text.

After two weeks of reviewing the 8,000 blocks of copy with Mr. Takano and Mr. Goto to make sure my version preserves the original's intention (while having enough American flair to make it appealing to Western audiences), I've finally finished my work in Japan.

Before my flight home, I decided to make a trip to the temple that's a few blocks away from NCL. Mr. Miyamoto told me that the site gave him ideas for Star Fox 64 (fox statues adorn the temple, and the archways are reminiscent of the arcades that Fox would fly through). As I walked through the temple, I noticed Keatonlike fox toys and masks were being sold at the nearby stands and symbols that looked like Triforces were painted on cups and tapestries.

Masks and Triforces (they're really Shinto symbols) are common sights in Japan.

"Even everyday activities, like visiting a temple," I remembered Mr. Miyamoto telling me, "can be exciting if you use your imagination." And then it became as clear to me as if I was gazing through Link's Lens of Truth—don't take anything around you for granted.

Day-to-day items and situations pop up in Majora's Mask. Working with strangers and missing loved ones can be the basis for an adventure. It really doesn't matter how bleak or drab NCL looks on the outside—Mr. Miyamoto and his team know that inspiration is everywhere. You just have to know how to see it.

Day Three	9:00 a.m.	3:00 p.m.	10:00 p.m.
• NCL	Work with NOE.	Learn about colloquialisms.	Play Zelda and go home.
• LINK	Race with Gorons.	Learn about Powder Keg.	Play song and start over.





Vatical Entertainment is teaming with Polaris to produce the first snowmobile racer for the N64, and we're here to make sure you won't be left snowbound.



Single Event

Single Event Mode pits you against three human or computer-controlled opponents in a winner-take-all race. There are three tracks available in the mode when the game first begins, and you can unlock others by winning Tournament races. Single Event is the only multiplayer mode available.



Instant Action

You take a gamble whenever you play Instant Action Mode. The computer chooses your snowmobile, track, time of day and weather conditions for you. You might find yourself struggling up a steep mountainside on a beginner's sled or thrashing around a twisty snocross course on an 800cc monster!



Tournament Mode

Let the big challenge and big fun begin! Tournament Mode is made up of three three-track circuits. Each circuit has a mix of snocross courses and cross-country runs. Winning a tournament unlocks the next tournament in line, as well as a selection of new sleds you can use in any play mode.



Wrenches

You can earn wrenches by performing tricks in Tournament races or by winning Tournament races. You can then use the wrenches to upgrade a snowmobile's top speed, acceleration, handling and stability characteristics. You can use a wrench only on the sled that was used to win that wrench.



EVERYONE E CONTENT RATED BY ESRB

Sled Heads

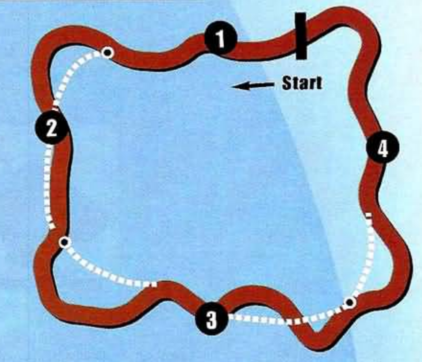
Polaris SnoCross from Vatical Entertainment combines ten tracks, three play modes, 16 Polaris snowmobiles and one fantasy sled in one frosty package. If you think of SnoCross as a land-bound version of Wave Race, you'll have a good idea of its style of play. You can even perform Wave Race-like acrobatic tricks in midair by holding the trigger or R Button and twirling the Control Stick or tapping it twice in a given direction. While there are snocross tracks in the game, they tend to be straightforward speed contests, so we're going to focus instead on five of the tougher cross-country runs.

Sport Class

Geyser Canyon

Geyser Canyon is the last track in the opening Sport Class tournament, but it's the first track that may flip give you any problems. If you'd like to make a practice run before the "real" race, save your game first, start the race and explore the track fully. Once you've worked out your strategy, load the saved game and select the Continue Tournament option to race for real. If you win the Sport Class circuit, you'll open the Semipro Class and unlock the 2000 model snowmobiles.





1. Big Breakthrough







As you crash through the right side of the Geyser Canyon sign, pull back on the Control Stick to hop up onto an icy shortcut. Follow the path to a fork. If you take the left fork (which we prefer), stay on the left side of the ramp as you jump.

3. Right Stuff



Whether you take the previous shortcuts or just follow the main track, you'll eventually see a patch of gray ice and a fence just beyond. Bust through the fence and follow the path up the hill and to the left.

4. Left, Left, Left



After shortcut #3, take any left turns or forks you see. At the fork pictured to the left, the left path is fenced off at first. These shortcuts are easier to find and follow than the earlier ones, so don't pass them up.

2. Hidden Tunnel NP



The left fork will lead you to the main path, but instead of jumping down to the track, jump across it to another ledge.



Turn left and ride along the front of the building until you see a fence. Crash through it to find another shortcut.



The path leads to another ledge. You can go straight or turn left and jump toward the middle level of the waterfall.



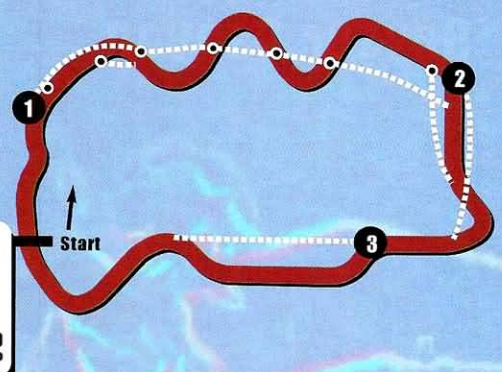
It's an incredibly tough jump, but at the center of the middle level of the waterfall is a small, hidden tunnel.

Semipro Class

Frozen Falls

The aptly named Frozen Falls is the middle race in the Semipro Class tournament. Though the main path is full of twists and turns, the shortcuts are perfect for a speed machine like the 2000 Gen II version of the 800 XCR sled. As long as you anticipate the icy patches and don't oversteer as you cross them, you should be just fine. If you need a tad better handling, give the 700 XC SP a try.





1. Cutting Corners





To locate the first shortcut, look for two yellow signs and a lone tree on the left side of the track. Instead of following the main path to the right, slip to the left of the tree. Follow the path to a ramp. Jump off the left side of the ramp to land on a second ramp and then on the frozen river below.

2nd Chance



If you miss that first turnoff, you'll have a second chance to enter the same shortcut. Right around the corner from the first turnoff is a yellow sign. Blast through it and follow the path up to a ramp. Jump off the left side of the ramp to land on the frozen river.

Last Chance



The first shortcut really is the best, so even if you miss the first two entrances, there's one more you can use. Keep following the main path until you see the arrow sign shown in the photo. Veer to the left of the sign to land on the frozen river shortcut.

2. Tunnel Turn





If you miss the first shortcut entirely, you'll still be able to make up some time in the tunnel. Take both of the left forks, which will lead you to two ramps. Jump off the center of the second ramp (over the main track) to reach a narrow trail on the opposite side. Follow the narrow ledge on the right to find shortcut #3.

3. Go with the Floe





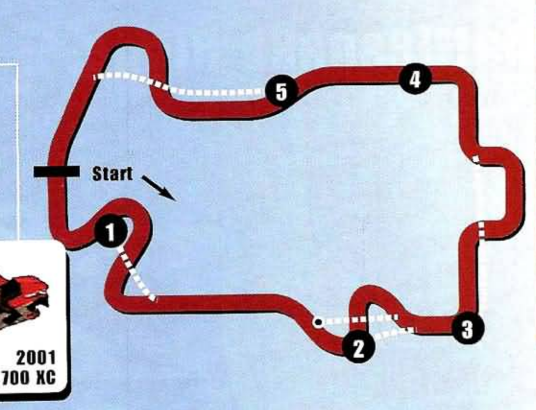
If you miss the jump after the tunnel, try to reach shortcut #3 from the main trail. Just look for the sign as shown in the photo and run right through it. After the second frozen lake, you'll climb a steep hill. Be on the left or the right as you jump over the top of it, or you may hit a big tree just as you land.

pro class

Mt. Revelstoke

For many races, we recommend using the largest sled available. On the Mt. Revelstoke run, however, maneuverability is more important than speed, so our ride of choice is the 2001 Edge 700 XC. The 700 XC is almost as fast as the 800 XC but not nearly as squirrelly as its larger stablemate. A word of caution: Many of the fences and gates on the track are indestructible and do not lead to shortcuts.

2001
700 XC



1. Low Rider





Ride up onto the low ledge on the right, just beyond the starting line. The ledge is very icy, so "pulse" your throttle until you reach the snowy track through the woods, and then open it up. The shortcut will lead to a jump over the main path and then eventually dump you back on the main path at nearly a 90-degree angle.

2. Right Panel



After the first shortcut, follow the main trail until you see the lumberyard. Just as you're leaving the yard, you'll see a metal fence on your right. Only the last section on the right side of the fence is breakable. Run through the fence and jump off the ramp to land back on the main track.

3. Cold Cuts





Not long after you return to the main path, you'll see a log pile. Squeeze through the gap to the right of the logs to find a short ramp. Run up the ramp and hit the hillside beyond to reveal a hidden tunnel. Don't launch off the ramp at top speed, or you'll jump too high and miss the tunnel.

4. Building



Once you return to the main track, you'll soon come to a clearing with a large building. Run up the ramp on the left to take a shortcut through the building's interior. Only the panel at the top of the ramp is breakable, while the others will stop your sled cold.

5. Pop a Wheelie



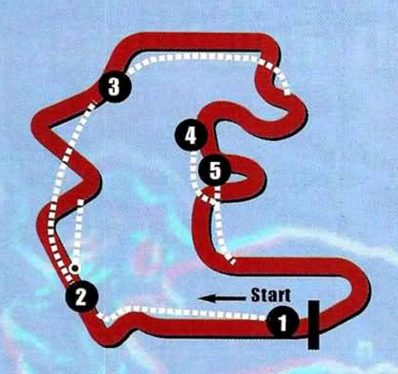


As you exit the building, you'll be pointed toward a ramp. Jump off the center of the ramp to point your sled straight at the gate leading to shortcut #5. Just beyond the gate is a wooden bridge. If you drive on the left side of the bridge, pull a little "wheelie" as you drop off the end, or you'll wipe out big time.

PRO CLASS

Rattlesnake Ridge

Rattlesnake Ridge is the last track on the Pro Class circuit. It's a tough but exciting run, with lots of tricky but necessary shortcuts for you to master. If you win the Pro Class trophy, you'll unlock the Special Event race at the Polardome snocross course, as well as the 600 Edge X sled. Beat the competition at the Polardome to unlock the ultimate in snowmobile technology, the Sno-Razor concept sled.





2001
600 Edge X

1. Righteous



You can take the main track or the path to the right of the yellow signs after the starting line. The main track's jumps can throw you off course, and the rail on the side path can catch your sled and dump you. It's your call!

4. Switching Sides





Stay on the main path until you see a low ridge on the right side. Go up the ridge and follow it to another ramp. Jump off the left side of the ramp and veer to the left. If you have enough speed, you'll sail over the main path and land on a ridge above the left side of the track.

2. Triple Jump





Veer to the left on the first jump.



Be more centered on the second.



Next, jump just a bit to the right.

No matter which route you take, you'll soon come to a turn with three arrow signs on the left. Cut your speed so you don't overshoot the large ramp at the end of the turn. Run over the street sign and up the ramp. If you're careful, you'll be able to make three huge jumps, one after the other.

5. RR Car



If you miss shortcut #4, keep going until you see a line of railroad cars ahead. Find the car with the yellow sign in front of it and smash through it.

3. Tunnel Target



If you manage to land on the fourth ramp, cut your speed and stay on the right side. The ramp will point you straight toward a tunnel on the far-right side of the trail. Beyond the tunnel is one last jump that will bring you back to the main track.

Snow Job

It's no snow job when we say that Polaris SnoCross is packed with wintry racing thrills—we just wish there were more courses. The complexity of the tracks and the multiplayer option provides a good measure of replay value, but you'll have to decide whether that's enough to measure up to your expectations.















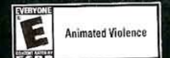
2049 RUSH ST

Stunt, battle and race freaks, unite.

It's San Francisco Rush® 2049. The only high-octane title that brings together three games in one. Including Race Mode, where you scream through 6 futuristic San Francisco tracks; Stunt Mode, with insane air and gravity-defying tricks, and finally; Battle Mode, with four-player capacity that lets you lock and load your way through 8 killer arenas. The pedal-to-the-metal arcade favorite is back with all new features and something for just about every octane junkie, including online ghost races for Sega Dreamcast™. Gentlemen, start your adrenal glands.



ADRENALINE³









Available September 2000

DRAGON WARRIOR I & II

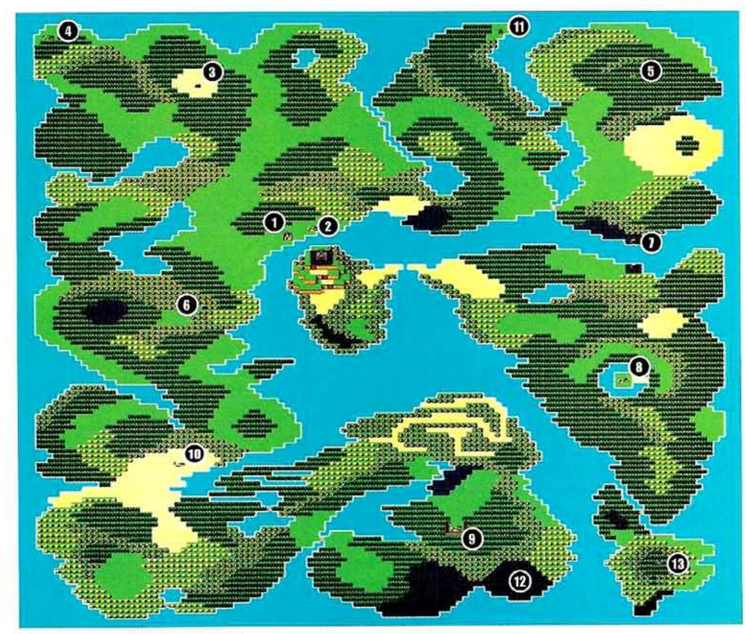
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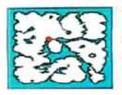
OLI
H 23
M 14
OLI ▶Scorpion 1
▶ATK ITEM
CAST RUN

Enter the Dragon Warrior...

Raise your shield and prepare for old-school, role-playing combat—two NES sword and sorcery epics have emerged from the mist of video game history to captivate a new audience on Game Boy Color. Enix has polished the classic games until they shine like new armor, capturing the exact game play of the original versions while updating the graphics. The screen may be small, but the adventures are expansive. We'll give you sage advice on Dragon Warrior I this month, then open the spell book for Dragon Warrior II in next month's issue. Dragon Warrior I introduces you to a medieval world ravaged by Draco Lord's monstrous minions. As a descendant of Loto, you'll travel to the far corners of Alefgard, shown at right, to search for valuable items and perform heroic deeds. Each stage in your journey is identified on the main map and pinpointed in red on small reference maps.



1 Tantagel Castle



When you first arrive at Tantagel Castle—weaponless and weak—the king will provide you with a Dragon Warrior's starter kit: gold, a torch and a key to get out of the castle. Spend the money wisely.

Gifts of Gab



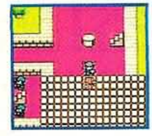
Talking to the citizens of Alefgard is often the best way to learn about the world around you. Everybody in the game has something to say, and sometimes the information is critical to your quest. Some of the castle dwellers will give you game play hints and fill you in on a possible hostage situation involving Princess Lora.

Case the Castle

Spend some time poking around the castle before you move into the dangerous world beyond its walls. Check out all the accessible areas to see where they lead, and examine dressers and pots for valuables.

What's this? A Herb?

Don't Bother Knocking



Much of Tantagel Castle is hidden away behind locked doors. Make a note of all the locked doors you find in the early stages of your quest, then return to them later when you have keys.

Torch

You won't get far in the underground caves and tombs without using a torch to light your way.

Herb



Herbs are invaluable for restoring Hit Points (HP) when you aren't able to rest at an inn.

2 Town of Tantagel



The town of Tantagel—a convenient location to pick up supplies—lies just outside the gates of the castle. You'll need to return several times until you're strong enough for an extended journey.

Tales and Tips



You'll know much more about your quest after spending time with the Tantagel townsfolk. Find out about other important sights in the north country of Alefgard in between visits to the Weapons and Armor and Items Shops. You'll also pick up hints about dangers you may face later in your journey.

Warp Wing

The Warp Wing will transport you instantly back to Tantagel Castle from anywhere in the kingdom.

Room at the Inn

Nothing beats a good night's sleep at the inn for replenishing HP and Magic Points (MP) after a long day of battling monsters. You also can store your goods in town when you have too much to carry.

Inn	3g
Storage	FREE

It's 3G a night. Will you stay? YES NO

Save / Take / Exit — Storage service. May I help you?

House of Deals



You'll find Items Shops in every safe town in Alefgard. The wares may change slightly from place to place, but you can always buy standard goods like herbs, or sell treasure for quick cash.

Dragon Scale	20g
Herb	10g
Torch	8g

Dragon Scale

A Dragon Scale will provide a slight boost to your defense rating, but only once. Buy one early when you really need the extra protection.



Fine Cutlery



Remember to check in at the Weapons and Armor Shop in each new town you visit. Weapons are rated by how many points they add to your attack rating. Likewise, a stronger Suit of Armor adds points to your defense rating.

Bamboo Stick	10g
Clothes	20g
Club	60g
Copper Sword	180g
Leather Armor	70g
Leather Shield	90g

Clothes Defense +2

The least you can do is put on some clothes if you're going to wander around and fight monsters.

Bamboo Stick Attack +2

It doesn't sound like a very formidable weapon—and it isn't—but you'll need to hit monsters with something.

Leather Shield Defense +2

Leather is effective when warding off the claws of smaller monsters. You'll want an upgrade soon, however.



Copper Sword Attack +10

You won't have enough money to buy it right away, but you should invest in the sword as early as possible.

Club Attack +4

If you feel silly carrying around a Bamboo Stick, then bludgeon enemies with the spiked beauty.

Leather Armor Defense +4

The leather upgrade costs more than cloth, and it allows you to fight with more confidence.

Outside: No Man's Land



The countryside between castles and towns is rotten with belligerent monsters. You won't need to wander far before you meet one of them—but that's not a bad thing. You have to fight to build up HP.

Wretched Wimps

The enemies near Tantagel Castle will give you trouble early on, but they'll be more of an annoyance than a threat once you become stronger and buy better weapons. Slimes will crumple after one hit, but Drakies and Spookies strike back in battle.





Hit Points and Run

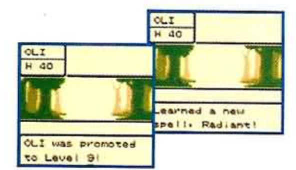
Stay close to Tantagel Castle so you can save your game in the field log after your early battles. You'll earn Experience Points and gold for each monster you defeat, but your meager HP will suffer until you grow stronger. Save up for better weapons and armor before you start to explore the wilderness.

A Whole New Level

Various attributes contribute to your character's battle prowess: strength, defense, agility, HP and MP. As your level increases and the numbers assigned to those attributes go up, you'll learn new spells and be able to fight more powerful enemies.

Personal Growth

You'll be given a breakdown of points assigned to each of your character's attributes when you graduate to a new level. Sometimes you'll gain many points in one area and very little in others.



Level	Exp. Points Needed	Spell Learned	Spell Description
2	7		
3	23	Heal	The first spell you learn takes the place of the herbs you carry by replenishing HP.
4	47	Fireball	The name says it all. The spell allows you to hurl a damaging Fireball at enemies.
5	110		
6	220		
7	450	Sleep	Put your enemies into a deep sleep while you continue to pummel them with weapons and spells.
8	800		
9	1,300	Radiant	A torch burns longer, but the Radiant spell produces a brilliant light that lets you see farther in the dark.
10	2,000	Stop Spell	Use Stop Spell to hamstring enemies who are likely to use sorcery against you.
11	2,900		
12	4,000	Outside	If you're lost in a cave—or you just want to get out quickly—Outside will transport you outside.
13	5,500	Return	Return magically transports you back to Tantagel Castle from anywhere in the kingdom.
14	7,500		
15	10,000	Repel	Minimize your encounters with monsters in the countryside by casting the Repel spell.
16	13,000		
17	17,000	Healmore	If the Heal spell is a good thing, then Healmore must be better, right? Right.
18	21,000		
19	25,000	Firebane	The final spell you'll learn allows you to direct a devastating blast of fire at enemies.
20	29,000		
21	33,000		
22	37,000		
23	41,000		
24	45,000		
25	49,000		
26	53,000		
27	57,000		
28	61,000		
29	65,000		
30	65,535		

Valuable Roughage



You're bound to run across attribute-enhancing foods in your journeys around Alefgard. You'll get a small numeric boost to a specific skill when you eat each of them—but they work only once.

AGL Seed

Bolster your agility by adding the AGL Seed. You'll be able to hit your enemies with greater accuracy.

STR Seed

If a warrior is strong, even a Bamboo Stick is a formidable weapon. Eat an STR Seed instead of working out.

DEF Seed

The magical DEF Seed gives you an extra measure of protection against enemy attacks.

Life Acorn

If your character is weak, take a Life Acorn to make your HP grow like a mighty oak tree.

Mystic Nut

It sounds like a new ice cream flavor from Tibet, but the Mystic Nut actually increases your MP.

3 Loto's Cave



The first stop on your journey is the cave containing a memorial to Loto, but you aren't going to put flowers on his grave. His tombstone holds valuable clues that will guide you on your quest.

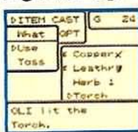
Basement 1



Basement 2



Lighten Up



The two-level maze leading to your ancestor's gravestone is uncomplicated, but you'll need a torch to explore it. Until you learn the Radiant spell, you should always have one or two torches on hand.

Taxing Inheritance



Step in front of Loto's engraved tombstone then hit the A Button to read its message. When monsters run rampant in Alefgard it's your obligation as Loto's descendant to find three magical items then combat the evil at its source: the stronghold across the water from Tantagel Castle.

4 Town of Garinham



The well-known "Town of Folklore" holds all of the basic services found in the town of Tantagel, but the prices are higher and the goods for sale are more sophisticated. As always, talk to townspeople.

Weapons & Armor	
Chain Armor	300g
Club	60g
Copper Sword	180g
Iron Axe	560g
Iron Shield	800g
Leather Armor	70g

Inn	6g

Items	
Dragon Scale	20g
Herb	8g
Torch	10g

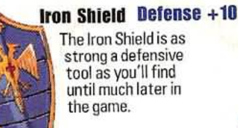
Enter the Iron Age

Head for the Garinham Weapons and Armor shop after you fatten up your wallet. Its inventory of iron implements will prove invaluable when you venture into the more forbidding territories of Alefgard.

Chain Armor Defense +10

Trade in your leather duds for a chain-mail suit that's more than twice as resistant to attack.





Iron Shield Defense +10

The Iron Shield is as strong a defensive tool as you'll find until much later in the game.

Iron Axe Attack +15

Sell your Copper Sword and buy an Axe as soon as you have the gold to make up the difference.

Musical Memories



Bard Garin, the founder of Garinham, is long dead, but he is still very much alive in the memories of the townspeople. The Bard obviously left behind a legacy of music and perhaps something even more valuable. You can also pick up some information about the princess's whereabouts.

The Princess was taken east.

Outside: Go East, Young Warrior



There is an unexplored area south of Garinham, and the powerful monsters there will quickly end your quest. Venture east instead, where the enemies are challenging but not unbeatable.

Perfect Ten

OLI was promoted to Level 10!

OLI cast Radiant!

Try to fight enemies that will build up your Experience Points without seriously depleting your HP. At Level Ten, you'll be able to cast the Radiant spell, which eliminates the need for torches when exploring caves, and use Stop Spell, which protects you from magic.

Eastern Enemies

The monsters get progressively tougher as you move east, but they also help you to build up gold and Experience Points quickly. Resilient Skeletons and Scorpions will give you the most trouble in the east before you cross the water via tunnels in the Marshy Cave, so stash away some herbs.

- **MagDracky** HP 15
- **Magician** HP 12
- **Skeleton** HP 30
- **Scorpion** HP 15

5 Rocky Cave



Make a trip to a western cave before you take on the formidable beasts in the southeast. Rocky Cave can be confusing to explore, but the gold and treasure you'll find there make it worth the effort.

Big Money

Short of going to Vegas, there's no easier way to make money than by opening treasure chests. You can also find important items, like herbs, that may be more valuable than gold—depending on your HP situation. Since the chests magically refill with gold after you leave, you should return whenever you need money.





Dark Forces

You'll find a mixed bag of baddies lurking in the darkness. Some of them can be found above ground, while others are unique to the underground world. Eyeders and Drakeemas are well-adapted to the darkness, so prepare to spend plenty of time fighting the creepy creatures.



Eyeder HP 22

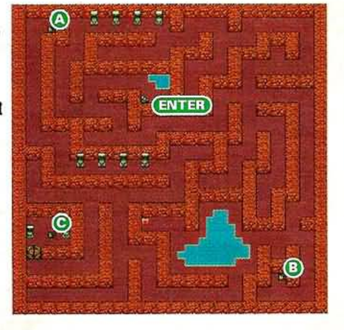
Poltergeist HP 23

Druin HP 28

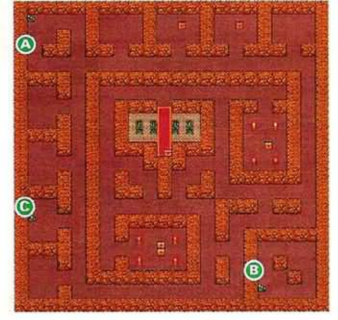
War Ring

The War Ring slightly boosts your attack, so it's worth your while to search for it inside Rocky Cave's various treasure chests.

Basement 1



Basement 2



6 Town of Kol



Kol, a town in the northeast corner of the kingdom, is filled with interesting people and new armor upgrades. Try to remember the features of the town—like the bath—to help you figure out clues later.

Weapons & Armor	
Copper Sword	180g
Iron Armor	1,000g
Iron Axe	560g
Leather Shield	90g
Steel Armor	3,000g

Inn	12g

Items	
Dragon Scale	20g
Herb	8g
Torch	10g
Warp Wing	24g



Iron Armor Defense +16

It may get rusty after a walk in the rain, but plated Iron Armor is great insurance against HP loss.



Steel Armor Defedse +24

Spend your hard-won gold on Steel Armor when you're ready to take on the meanest monsters in Alefgard.

7 Marshy Cave



Wade deep into a poisonous swamp to find the entrance to Marshy Cave. The cave is less a maze than an underground tunnel to a separate island to the south, but it's big enough to harbor many monsters.

Swamp Gas

Don't spend much time wandering around in the swamp. The poison gas it emits will drain your HP.



Dark Door

Are those solid wooden doors designed to keep you out or to hold a fierce beast inside? Perhaps both.



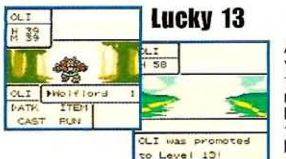


Outside: Venture to the Southeast



The monsters you encounter on the island south of Marshy Cave are much more powerful than any you've battled before. You must be getting close to the source of the evil and the key to defeating it.

Lucky 13



Along with upgrades in armor and weapons, you should build up your Experience Points to Level 13 before you start picking fights near Rimuldar. You'll learn the Return spell by then, so you can transport yourself back to the safety of Tantagel Castle when your HP reaches the critical stage.

Heavyweight Class

Some of the monsters on the prowl near Rimuldar—such as MetalScorpion—are more powerful versions of the beasts you've already battled. The most interesting, and lucrative, monster you'll find is Goldman. You'll win a massive pile of gold if you defeat him.

Wolflord HP 38

MtlScorpio HP 22

Wraith HP 36

Goldman HP 99

8 Town of Rimuldar



Rimuldar has thrived in the heart of monster country thanks to its protected position in the middle of a lake. Once you discover the town's secrets, your quest will take a new direction.

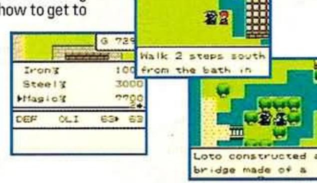
Weapons & Armor	
Copper Sword	180g
Iron Armor	1,000g
Iron Axe	560g
Magic Armor	7,700g
Steel Armor	3,000g
Steel Sword	1,500g

Inn	24g

Items	
Herb	10g
Torch	8g
Warp Wing	24g

Rainbow Connection

You will already have learned much before reaching Rimuldar, but the critical clues about how to get to DracoLord's stronghold will have eluded you. Seek out the town wise man in Rimuldar, who will provide you with the missing piece of the puzzle. Another citizen will give you information of a more immediate and practical nature.





Exploration Is the Key



Stay close to the town walls as you walk around the outskirts of Rimuldar. You'll find the entrance to a shop that sells keys. You can carry up to six keys.

Magic Armor Defense +24

Magic Armor is no more protective than Steel Armor, but it also replenishes one HP for every two steps you take—making it worth its hefty price.

Steel Sword Attack +20

Trade in your trusty axe for a more elegant weapon: the Steel Sword. You'll need it to slice across the map to the Western Islands.

Unlocking the Adventure

Once you have a pocketful of keys, it'll be time to backtrack to the many closed doors throughout Alefgard. Each key opens any door once, so try not to waste them opening the same door twice.

Dig that Crazy Flute



If you help out an estranged couple in Rimuldar, you'll learn the location of the Pixie Flute in Kol. Pay close attention to the instructions then start digging near the bath.



Pixie Flute

Aside from making pretty music, the flute has a specific purpose in the game that a townsman will reveal.

Princess in Distress



The Marshy Cave is home to plenty of annoying monsters, a kidnapped princess and a big, nasty Dragon. Unlock the doors in the center of the cave's maze, then try to vanquish Lora's fire-breathing captor in a battle. If you win, you'll get to carry Princess Lora back to Tantagel Castle for a nice reward.







LoraLuv

When you carry the LoraLuv item—Princess Lora's love—it not only makes you feel good inside, it tells you exactly how many steps you have back to Tantagel Castle.



Tantalizing Tantagel

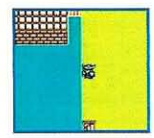
Tantagel Castle is a much more exciting place once you have keys. Open up a room filled with treasure chests. Find the hidden Key Shop. Learn of a basement somewhere in or around the castle. Visit the faith healer in the chapel. By the time you're finished exploring new areas of the castle, you'll be eager to investigate other mysterious places.





Sun Stone

You'll find the stairs to the basement along the eastern edge of the castle moat. A sage will be waiting there to give you the Sun Stone.





Harp in the Hole

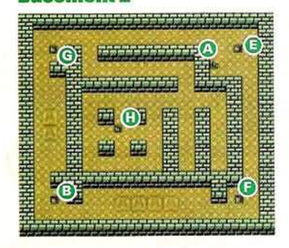
As the man behind the energy field in Tantagel Castle told you, Garin's Tomb is in Garinham. Probe the black walls inside Garinham's large, covered area to find the entrance to the tomb. Be sure to have at least one key before you enter—you'll need to open a door before you reach the fourth basement level that contains the harp.



Basement 1



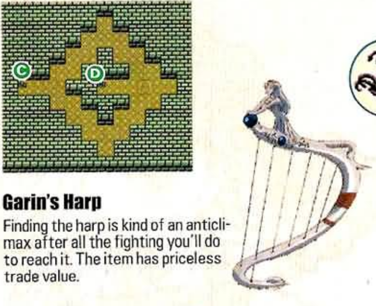
Basement 2



Basement 3



Basement 4



Garin's Harp

Finding the harp is kind of an anticlimax after all the fighting you'll do to reach it. The item has priceless trade value.

Tomb Terrors

You'll be dealing with a new class of underground dwellers in Garin's Tomb. Eyederlords, Drollmagi and Specters are simply stronger versions of monsters you've fought before. Powerful Deadnites will terrorize you if you don't have suitable weapons, armor and skills.



Eydrlord HP 35

Deadnite HP 46



Drollmagi HP 55

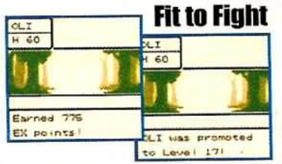
Specter HP 33

Outside: A Horrific Hike



The unexplored area in the southwest is the most dangerous part of Alefgard—aside from DracoLord's Castle. One town in the area is under siege by monsters, and another has already been destroyed.

Fit to Fight



Try to power up a few levels before you head for Mercado. You will learn the Healmore spell when you reach Level 17, and you'll definitely need more healing when you start fighting monsters in the Southwest.

Mega Monsters

The monsters in the southwest are at the extreme end of the different classes of monsters you've already fought. For example, the Shadow Night is a more powerful variation of the Skeleton. Metaly is the monster to beat—it yields 775 Experience Points—but it often runs away from high-level warriors.

ShdwKnght HP 43

MagWyvern HP 50

RgScorpio HP 35

Metaly HP 4

9 Town of Mercado



If you spent time in Kol looking for the Pixie Flute, your investment will pay off outside Mercado. The Rock Golem guarding the entrance is a formidable opponent—but music is its Achilles' heel. Put it to sleep with the flute then attack at will.



Shopping District

Mercado has the same types of shops you'll find in other towns, but only the Weapons and Armor Shop has new wares you'll be interested in buying. Open a locked door then go upstairs to find the arms merchant, and bring a pile of gold with you—the supplies you'll want are pricey.



Inn	50g

Items	
Dragon Scale	20g
Warp Wing	24g

Weapons & Armor	
Bamboo Stick	10g
Chain Armor	300g
Club	60g
Copper Sword	180g
Flame Sword	9,800g
Iron Axe	560g
Iron Shield	800g
Leather Armor	70g
Magic Armor	7,700g
Silver Shield	14,800g
Steel Armor	3,000g
Steel Sword	1,500g

The Right Direction

A covered area in Mercado leads to the temple on the other side of a damaging energy field. If you make it to the shrine with your HP intact, the holy man there will give you coordinates for the Loto Seal.



Silver Shield Defense +20

The Silver Shield is the most expensive item money can buy. You won't really need it, but you should buy it if you have the spare gold.

Flame Sword Attack +28

The Flame Sword is expensive, too, but more than worth the price. It will help you tear through enemies until you find Loto's Sword.

10 Town of Domdora



The once-thriving town of Domdora has been demolished by monsters that still roam the streets. Loto's Armor is stashed away near a shop, according to a townsman in Mercado. If you defeat an axe-wielding madman, the fabled armor will be yours.



Loto Armor Defense +28

Similar to Magic Armor, the stronger Loto Armor replenishes one HP per step you take. It also allows you to walk through poisonous swamps without sustaining ill effects.



Building a Rainbow

Once you possess the Loto Armor, you should be strong enough to take on DracoLord in his lair. You should concentrate your efforts on finding specific artifacts you'll need to create a rainbow bridge to his castle. Certain items you've picked up will help you on your way.

11 Rain Staff



A sage in the northern cave guards the Staff of Rain, one of the components needed to create the Rainbow Drop. Unless you already have Garin's Harp, he'll send you packing.

12 Loto's Seal



Finding Loto's Seal is a snap, as long as you possess LoraLuv. The coordinates given to you by the holy man in Mercado will lead you to the seal's location in the countryside. Check underfoot to find it.

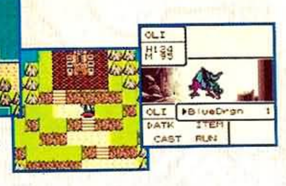
13 Rainbow Drop



When you have collected the Rain Staff, the Sun Stone and Loto's Seal, go to the southeast temple, where the resident sage will use them to create the Rain Drop. Follow his instructions.

DracoLord Awaits You

You're almost finished with your quest—you just need to attend to a couple of minor details, like finding Loto's Sword and slaying DracoLord. DracoLord's Castle is expansive and confusing, but we know you'll find the courage to conquer evil, along with a few dozen Dragons. After you've saved Alefgard, try your hand at Dragon Warrior II on the same Game Pak. We'll be back next month to help you embark on the much larger adventure.





All That Glitters—Silver and Gold!

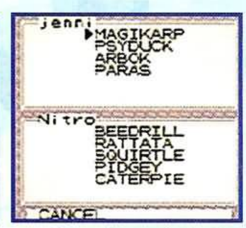
This month, we're continuing our coverage of Pokémon Gold and Silver with a little more info on the sparkling surprises you'll uncover when the games launch in October. We've got more interesting info on the days of the week and the final word on Pokémon Stadium's incompatibility with Gold and Silver. We've also got the scoop on the cool new Time Capsule, which allows you to trade Pokemon "across time" to and from Red, Blue and Yellow within certain limits.



Every Pokémon Center has its own Time Capsule, which allows you to trade with Pokémon games of the past.







Go upstairs in any Pokémon Center to find the Time Capsule. It allows you to trade Pokémon "across time" with a Red, Blue or Yellow Game Pak, which are considered to be in the past. When you trade Pokémon from Gold or Silver to Red, Blue or Yellow, you can trade only creatures that existed in the older games, and they can't equip any of the new moves. You can trade any creature from Red, Blue and Yellow to Gold or Silver. You won't be able to use the Time Capsule until you've finished a few tasks.



New to the North American version of Pokémon Gold and Silver is the time adjustment feature. Talk to your mom when Daylight Savings time is over to ensure that your game's internal clock is correct.



Many things are date-specific. For example, some Pokémon are very punctual and make appearances on specific days, and some events and services are available only on certain days. Talk to the people around you to find out on which days you should return to an area.

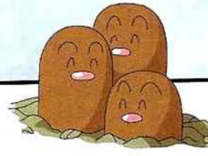


Gold and Silver are not compatible with the current version of Pokémon Stadium. Keep checking Pak Watch for the scoop on upcoming Pokémon games.



We're excited to announce three new Pokémon from Gold and Silver that are making their English-language debuts in the pages of Nintendo Power's Pokécenter! Gligar, Hopip and Scizor are just three of the fascinating new creatures you'll run into as you play Pokémon Gold and Silver.





Pokéchat is where it's at this month, and we certainly appreciate your letters and e-mail! Last month, Pokécenter was given its very own e-mail address, *pokecenter@nintendo.com*, which makes it even easier to get in touch with us. Drop us a line!

Q: I just received the Item Finder in Pokémon Red, and sometimes it detects something but doesn't tell me exactly where it is. So how do I find the items?

A: *You pick up invisible items the Item Finder points out the same way you pick up the visible items you run into on your path to Pokémon mastery. The Item Finder will beep when you're in the general vicinity of an item, so walk a few steps in each direction, checking corners, walls and other areas by pressing A. It can take a long time to pinpoint the item's location, but the things you pick up are usually pretty cool! Try going over the same area several times—even if you think you've searched every nook and cranny of the area, you might have just missed the invisible item. Use the Item Finder as you walk around an area. If it stops beeping, you know you've gone too far.*

Q: What is the point of Hey You, Pikachu!?

A: *Hey You, Pikachu! is a voice-recognition game that allows you to speak to Pikachu and interact with it in a variety of interesting situations. You often have to coach Pikachu through its actvities, giving it advice, direction and support. So you could say the point is that you get to talk to and play with Pikachu! But the real point of Hey You, Pikachu! or any game is to have fun, and with a game as innovative and interactive as Hey You, Pikachu!, players are sure to have a blast.*

Q: Is there any other way to get the Illusion Cards besides via Card Pop! in Pokémon Trading Card Games?

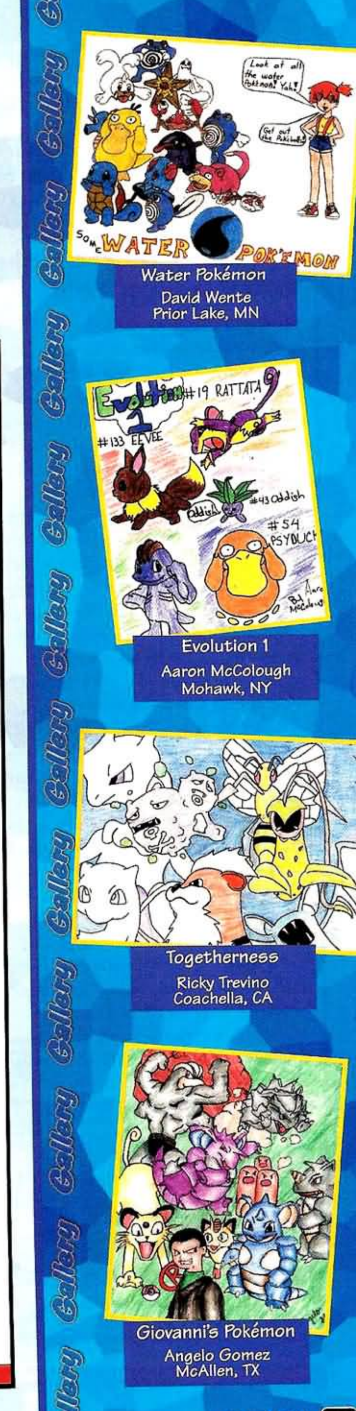
A: *Yes, you can ask someone who has the Illusion Cards to trade with you. That's pretty unlikely, though, as the cards are extremely rare. The rarity is definitely what makes them so special. If you keep Card Pop!-ing, you might luck out.*

Q: Why can't my Pokémon forget an attack to learn a new one?

A: *Your Pokémon can always learn new attacks by forgetting one of their other attacks—unless it's an attack they learned from an HM. They're stuck with those. You should always think very carefully about the attacks your Pokémon has and whether or not it should learn or be taught new attacks, especially in the case of HM attacks, which are irreversible in Blue, Red and Yellow.*

Q: Will I be able to catch Mew in Pokémon Gold and Silver?
Is there any way to catch a Mew?
I heard you can catch Mew by...

A: *Here we go again! We've answered this one before, but it keeps coming up. The only way to get a true Mew is to get it from the good people here at Nintendo, either by winning a contest or signing up at a special event, like the Pokémon Stadium Tour. The situation will not change when Gold and Silver come out.*



Water Pokémon
David Wente
Prior Lake, MN

Evolution 1
Aaron McColough
Mohawk, NY

Togetherness
Ricky Trevino
Coachella, CA

Giovanni's Pokémon
Angelo Gomez
McAllen, TX

Ask the Professor

Hello, Trainers. The Professor is in. I've been studying Pokémon for a long time, and I am ready to share my knowledge with you. I am amazed at all the tough questions you send my way, and sometimes I even have to ask my colleagues for help answering them. Don't be afraid of asking questions. Everyone can use help sometimes!

Which Pokémon should I use against Mew and Mewtwo? Bug-types, maybe?

Mew and Mewtwo are very tough opponents, so even if you have a Pokémon that is the same level as the opposing pastel Pokémon, your Pokémon will almost certainly give out before they do. It's very likely that it will take more than one Pokémon to match up to Mew, and Mewtwo is even tougher.

Many new Trainers think that a Bug-type Pokémon will easily sting a Psychic-type Pokémon the way an Electric-type can simply shock a Water-type, but that just isn't so, for a number of reasons. One of the best ways to get more out of an attack is to use one that matches the Pokémon's type. Unfortunately, there aren't many Bug-type attacks and none are very aggressive. In addition, most Bug-types are dual-types, and when that second type is Poison, watch out! Finally, Bug-types' stats are never very impressive in the Attack category, and they're downright depressing in the Defense category. A Bug-type is generally not what you're looking for—it's simply not up to the task without a bit of luck and some stat-boosting moves on its side.

A few ideas for battling Mew or Mewtwo include using an Electric-type with Thunder Wave plus one of the more powerful attacks, such as Thunder. A creature that can use Blizzard is also a good choice. Thick-skinned Normal-types like Snorlax will last a long while against the duo, especially if they're using a heavy-hitting attack, such as Self Destruct, Body Slam or Earthquake. Ditto can transform into a copy of its opponents, and if you're lucky it will do so without getting caught in its own form by the psychic phenomena. In other words, don't use Ditto first.

Try starting with Thunder Wave then attacking with Blizzard, Psychic, Body Slam, Earthquake, Thunder or other very powerful attacks. You can employ Ditto to use Mew or Mewtwo's own attacks against them. Because the pair is so tough, equipping your Pokémon with Rest is also a good idea. Try a few combinations to see what you can come up with!



These Pokémon will work against a Mew or Mewtwo of any level, but keep in mind that the lower the level, the lower the power.



The advice isn't complete, but it's a good start. It will work in Pokémon and Pokémon Stadium. Try applying the same method in other battles!

Where is the Mewtwo sign in Pokémon Snap?

Float along the Cave Course in the Zero-One until you are cruising next to a Weepinbell. Turn to face the side of the cave wall opposite Weepinbell. You will see some shiny rocks or gems sparkling in the distance against an inky black gash in the cave wall. Focus on the sparkly area and snap a picture. The developed film will show a glowing picture of Mewtwo—the Mewtwo sign!



Snap in the area where the third Koffing appears.



The Mewtwo Sign will show up after the film is developed, honest!

What are the Pokémon doing in Super Smash Bros.? Are they friends or foes?

The Pokémon are performing Pokémon attacks. They can be friends or foes, depending on when they appear and where you are at the time. On the Saffron City stage, Electrode, Bulbasaur, Porygon, Charmander and the Pokémon from the Poké Balls come through the door and perform an attack. If you're in the way, it might be bad news for you. If your opponent is in the way, it could be good news for you. The Pokémon from the Poké Balls are the same way. If the ball lands on or near an opponent, it will probably bother or damage the opponent—and if it lands near you, it's your problem! Watch out for these Pokémon attacks: Onix, Rock Throw; Snorlax, Body Slam; Goldeen, Splash; Meowth, Pay Day; Charizard, Flamethrower; Beedrill, Take Down; Blastoise, Hydro Pump; Chansey, Softboiled; Hitmonlee, Jump Kick; Starmie, Swift; Koffing, Smog; Clefairy, Metronome; Mew, Fly.



Onix pops up on the Hyrule Castle stage, ready to throw some rocks at poor Mario.



Use Poké Balls only and play in Saffron City to see lots of Pokémon.

Colosseum

We're looking for special teams—Pokémon Stadium Poké Cup or Pika Cup teams, teams with unusual Pokémon or other interesting strategic teams. Send yours in!

Alanna Cervenak of Fogelsville, Pennsylvania, sent in a diverse set of powerful Pokémon. Her team features some interesting creatures, from the Surfing Raichu to the maxed-out Vaporeon. Alanna usually travels with Mewtwo, which isn't a bad idea at all, but this Mewtwo-less team is one of her favorites. Alanna's team uses some pretty tough attacks, and it would be a great team for Pokémon and Pokémon Stadium!

Raichu

Alanna earned a Surfing Pikachu in Pokémon Stadium, then went back and trained it to become a mighty Surfing Raichu. The electric marvel would probably hold its own against a Ground- or Rock-type, because its speed would allow it to attack with superstrong Surf and before the opposing Pokémon knew what hit it, it would be all washed up! Alanna tosses in Substitute to be on the safe side.

- Thunder
- Surf
- Substitute
- Hyper Beam

Aerodactyl

Aerodactyl is an unusual creature. It is both Rock- and Flying-type, something no other Pokémon can claim. Alanna obviously loves the Hyper Beam, and as it does the same amount of damage no matter which Pokémon you're attacking, it's worth the loss of a turn! Fly and Dragon Rage are both very powerful in Aerodactyl's claws, and Toxic adds a touch of the otherwise missing Poison-type to the team.

- Toxic
- Fly
- Dragon Rage
- Hyper Beam

Vaporeon



Alanna has a knack for picking durable Pokémon, and her Vaporeon is certainly no exception. Body Slam is a perfect fit for this pretty Pokémon with a supertough hide, and it just might paralyze an opponent. The watery wonder is perfectly suited to the powerful Ice- and Water-type combo of Blizzard and Hydro Pump. Hyper Beam appears again, presumably to tackle any types that don't mind the cold water.

- Hydro Pump
- Blizzard
- Body Slam
- Hyper Beam

Alakazam

Alakazam can definitely work some magic when it's time to battle, and Alanna equipped it with the best Psychic-type attack, Psychic. Thunder Wave is a great addition to any type that can use it, and Recover will keep Alakazam in the show long after other Pokémon would have pulled a vanishing act. Seismic Toss is another of those great tricks to perform—it damages every Pokémon equally, regardless of type.

- Psychic
- Thunder Wave
- Seismic Toss
- Recover

Magmar

Magmar isn't the best-looking member of Alanna's fighting force, but it is one of the most diversely appointed. Fire Blast is a natural with the Pokémon, and Hyper Beam works for any type. Body Slam works very well with the flaming fighter, but the biggest impact comes from the unexpected Psychic attack, which would work pretty well with Magmar's relatively high Special Attack rating.

- Fire Blast
- Psychic
- Body Slam
- Hyper Beam

Gengar



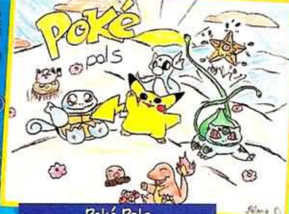
Gengar is a real trooper, and like all Ghost-types, it has little to fear other than a Psychic-type or a well-placed Earthquake attack. Alanna's Gengar is a powerhouse, with all four of its attacks capable of scaring most Pokémon right back into their Poké Balls! Night Shade is another of those attacks that affect all opposing Pokémon equally, and Psychic, Thunder and Explosion are all superpowerful attacks.

- Psychic
- Thunder
- Night Shade
- Explosion

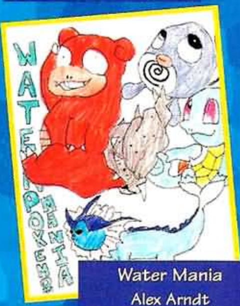
Gallery

The Day Pikachu Took Ash's Camera

Poké Photos
Gina Annunziato
Bernardsville, NJ



Poké Pals
Melanie Daigle
Saint-Louis, NB, Canada



Water Mania
Alex Arndt
Smithton, IL



Pokémon Masterpiece
Karen Williams
New Orleans, LA

Submitted art becomes property of Nintendo Power.

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Hot off the Press

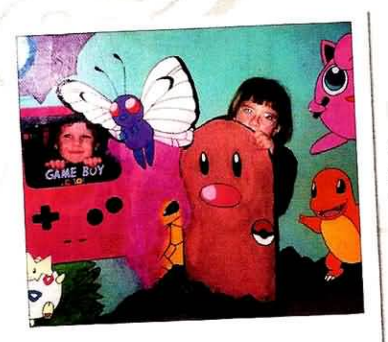
Our readers love Pokémon so much, they've started making all kinds of great Pokémon stuff of their very own! The personalized Pokémon paraphernalia is very cool, and we're pretty sure these people are actual Pokémaniacs!

Pokémon Arts and Crafts

Some Pokémon fans are content to play the games, see the movies and trade the cards. But other fans are driven to do more, and they manage to transform ordinary, everyday items into cool Pokéstuff. Our readers have created a styling Pokémon playhouse, an adorable snow Pokémon and a yummy Pokémon cake and sent us some pictures to prove it. We're always interested in seeing our readers' handiwork, so if you've created any Pokémon stuff, send us a picture—we might even show your work in future editions of Pokécenter!

Jack Alvino of Staten Island, New York, sent in this picture of his adorable Jigglypuff "snow Pokémon" that he created with the help of a little food coloring and a lot of imagination. We're not sure how he managed to add food coloring to the snow without making a big old mess, but we're very impressed!





Robyn and Amber Kinsella of Granite City, Illinois, have a playhouse fit for a Pokémon Master! The girls somehow convinced their uncle to paint their clubhouse with all sorts of Pokémon characters, including the Diglett door. The Game Boy window is a nice touch, too!



Another triumph in food coloring comes to us from Gail Singer of Missoula, Montana. Little Gail loves to bake all sorts of delicious cakes, including this Koffing cake creation. It looks like evenPoison-type Pokémon make tasty cakes!

For more Pokémon news, be sure to check out www.pokemon.com!

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HE'S GOT AN ARMY OF MARTIAN MINIONS,
FOUR CRAZY HENCHMEN,
AND ONE EARTH-DESTROYING ULTIMATE WEAPON.
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Starcraft 64

HOW DO I SURVIVE THE ONSLAUGHT ON DESPERATE ALLIANCE?

At first, the third mission in the Terran campaign seems like a cakewalk. Your forces are in an easily defensible facility with high walls and only two narrow access points. Rescue ships will be there to pull your troops out in 30 minutes, and the first 20-plus minutes are spent fending off minor hit-and-run attacks by the Zerg. Then, just when you think success is within your grasp, the Zerg launch a massive, unstoppable assault. You don't have to stop them; you just need to survive until the rescue ships arrive. Bunkers loaded with Marines or Firebats are the best kind of speed bump you can create. Rivet the courtyard's two access roads with the cheap structures, then build as many as you can in the courtyard itself. Try not to leave any marines standing around unprotected, or they'll be swept away in the imminent flood of fangs and claws.



Position bunkers to create a withering crossfire for enemies that wander into the hot zone between them.



All you need to do is preserve some structures for when the rescue ships arrive. If you build enough bunkers, you should have plenty to spare.

WHAT'S THE BEST WAY TO REACH THE NORAD II?

The Confederate vessel Norad II has crashed in a canyon surrounded by Zerg forces, and you have the unpleasant assignment of rescuing her crew. The most formidable array of Zerg forces is positioned on a ridge between your base and the downed ship, so it's wise to avoid that area altogether. Build up a small army of ground troops to clear out the Zerg in the valley to the east of your base, then unleash at least three Wraiths for a sortie to wipe out Sunken and Creep Colonies to the east of the Norad II. Send two fully loaded Dropships along the circular and, most importantly, safe route to the ship.



You'll lose many marines in the battles to clear out the valley, but don't feel bad about it. They could have joined the Peace Corps.



After your ground troops have reduced the size of the Creep in the eastern valley, use Wraiths to a clear a path on the eastern ridge.



Skirt the eastern and southern edges of the map with your Dropships to deliver Raynor and a platoon of Marines to the crash site.

HOW DO I CREATE A VEHICULAR DIVERSION IN CHICAGO?



The streets of Chicago are crawling with police, so you'll need to reprogram a car to create a diversion if you want to enter the G5 building. Before you accomplish the task, you'll need to pick up a Reprogrammer that was stashed for you in a nearby storm sewer. The taxi parked in the street is the ideal candidate for a diversion. Activate the Reprogrammer while standing near the cab, then duck out of sight. Once you've reprogrammed it, the cab will fly around the corner then explode.



Clear out the handful of enemies in the storm sewer, then grab the Reprogrammer that was stashed there.



It will take a few seconds to reprogram the taxi. Try to stay out of sight—a flying robot can make your life difficult if it flies by.

WHERE DO I FIND THE CONSPIRATORS IN THE G5 BUILDING?

After you dispose of the second set of cloaked guards, target a guard through the window of the sliding doors then eliminate any other guards just beyond the doors. Climb the stairs to the left of the sliding doors then follow the corridor until you reach a metal gangplank leading to pipes. Crawl along the pipes until you reach a small opening. Equip your CamSpy then send it the rest of the way down the pipes. The conspirators are a short distance away.



The pipes are calling you. Walk carefully across the unusually strong plumbing until you reach a small opening in the wall.



The CamSpy was built to go where no agent has gone before. Send it through the opening in the wall to discover the conspirators' meeting.

HOW DO I SHUT DOWN THE AIR INTERCEPT RADAR?

The Air Intercept Radar is located in an underground bunker inside the main gate to Area 51. You can access the gate either from the watch tower or through an opening in the wall near the mine field. Starting from the main gate, the ladder to the bunker is on the far side of the building to the right. Go down the stairs and follow the corridor to the computer terminals in the center of the bunker. After eliminating any guards in the area, plant your timed explosives on the computer screen then get out as quickly as you can. On Special and Perfect Agent levels, you'll need to sneak through a laser grid to escape.

The underground bunker is unguarded, but you'll have to face rapid-fire Autoguns at ground level before you reach it.



Find the terminal that controls the radar then plant your timed explosives. The bomb has a fairly short fuse, so get out fast.



If you're playing on Special or Perfect Agent level, you'll need to crouch down then move through the laser grid as the lower beams flicker off.

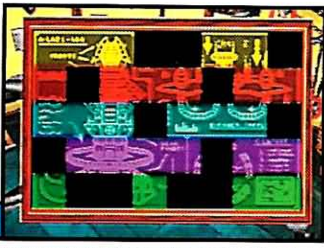
Donkey Kong 64

WHAT DO THE BLUEPRINT PIECES DO?

You may collect several Blueprint pieces then give them to Snide before you stop to consider what they actually do. Sure, you get a Golden Banana in return for each piece, but what is the final payoff for all your Kasplat bashing? The answer comes at the end of the game, when you need to defeat K. Rool in Hideout Helm. Each Blueprint you collect in the game gives you an extra 10 minutes to complete the final stage. Also, if you collect all 40 pieces, you will be able to play eight minigames any time you want.



Each Blueprint piece will garner a Golden Banana, along with 10 minutes of playing time to complete the Hideout Helm level.



If you find all 40 pieces—the complete Blueprint—you will unlock the option to play eight different minigames found in the game.

HOW DO I LIGHT THE LIGHTHOUSE?

After you open the gate to the lighthouse area on Gloomy Galleon with DK's Coconut Shooter, you'll be faced with a daunting climb to the top of the lighthouse. Your simian scaling skills won't hack it this time around, so you'll need to find another way up. Swim down to the button imprinted with a green arrow to raise the water level. On the surface, you'll be able to stomp a DK switch to open the lighthouse. Climb up the ladders and moving platforms then pull a lever at the top.



Different Kongs will use the underwater switches several times to raise or lower the water level on Gloomy Galleon.



Time your jumps on the moving platforms to reach the top of the lighthouse. A lever will turn on the light—and produce a Golden Banana down below.

HOW DO I ACTIVATE THE MACHINE IN THE MILL?

The formidable-looking machine in the mill in Fungi Forest is controlled by three levers inside a cage. You'll need to smash through a "?" box to get to the switch that opens the door. Pound the switch to enter the cage then crack your knuckles to get ready for a sequence of Gorilla Grab moves. You must pull the levers in the correct sequence or you'll be zapped by an electric current. The sequence is printed on a nearby wall for easy reference: 2-1-1-3-2. Each lever has dots in front of it that correspond to the numbers. When you're finished, the machine will start and you'll be one step closer to a Golden Banana.



Stomp the DK Switch on top of a box in the mill to enter the electrical control cage. A similar switch inside the cage will let you out.

A forgetful worker put the code for the machine controls on the wall. Double-check the numbers before you start pulling levers.

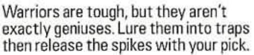


The conveyor belts and machinery will grind to life after you pull the levers in sequence. Be sure to check outside for a Golden Banana.

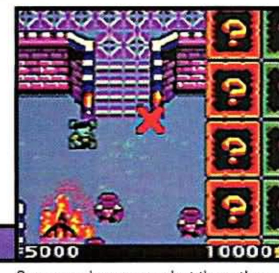
Warlocked

HOW DO I GET PAST THE GUARDS ON SLEEPWALKING?

Success on the Sleepwalking level is a matter of stealth rather than strength. You must free Sleepwiz from the interior of the castle using only two humble Grunts. Because they have no weapons, grunts may seem like helpless prey for the Warriors and Skeletons roaming the castle, but the workers are far from defenseless. The traps designed to impale would-be escape artists can be turned against your captors. Lure Warriors into the traps then hit the devices with your pick. The trap will close, eliminating the guard, then snap open—giving you time to run through the trap yourself. The best strategy, however, is to avoid confrontation. Stay close to the castle walls then sneak past Warrior guards while their backs are turned.

Warriors are tough, but they aren't exactly geniuses. Lure them into traps then release the spikes with your pick.



Some guards are more alert than others. In most cases, you'll be able to sneak past them when their backs are turned.

HOW DO I DEFEAT THE HUMANS ON HIDDEN TEMPLE?

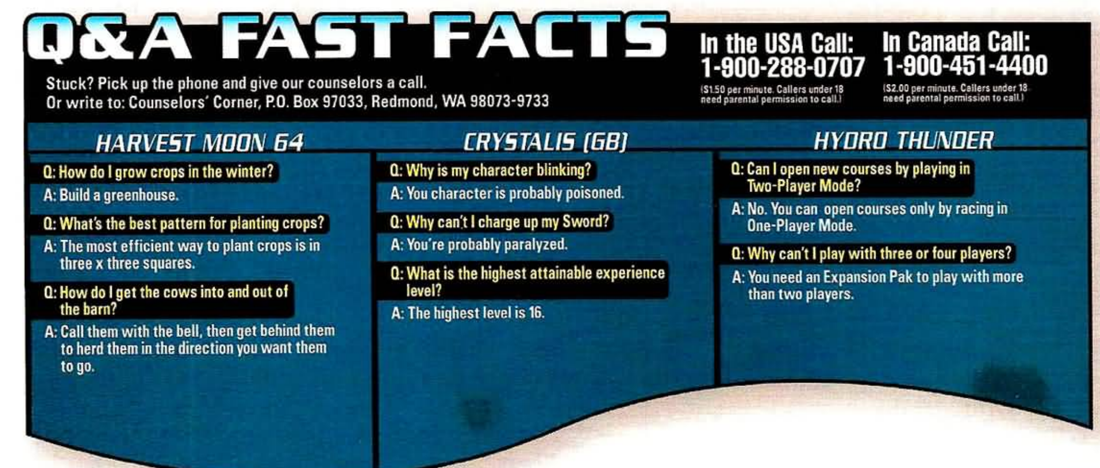
The Human forces outnumber your beastly band by more than two to one when you start the Hidden Temple level, so a direct attack is out of of the question. Send each member of your group one at a time down the marked trail to avoid detection by the Knights in the area. When you reach the Fighting Pit on the other side of the map, grab the two treasure chests on the eastern perimeter then build up as many troops as resources will allow. Defeat the forces to the south of the Fighting Pit, hatch the Dragon Egg then take the Baby Dragon up to Spider's "nursery." Once you have a full-fledged Dragon at your disposal, you'll have a fighting chance against the Humans. Lure the Knights away from the towers with troops then barbeque them with the Dragon. When you have a clear path to the Human base, destroy it.



A small party of Humans guards the Dragon Egg to the south of your Fighting Pit. You must get the Baby Dragon safely to the Spider to ensure victory.



The Knights that come after your meager troops won't seem so mighty when you unleash your Dragon against them. Keep the beast clear of the deadly towers.



Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

HARVEST MOON 64

Q: How do I grow crops in the winter?
A: Build a greenhouse.

Q: What's the best pattern for planting crops?
A: The most efficient way to plant crops is in three x three squares.

Q: How do I get the cows into and out of the barn?
A: Call them with the bell, then get behind them to herd them in the direction you want them to go.

CRYSTALIS (GB)

Q: Why is my character blinking?
A: You character is probably poisoned.

Q: Why can't I charge up my Sword?
A: You're probably paralyzed.

Q: What is the highest attainable experience level?
A: The highest level is 16.

HYDRO THUNDER

Q: Can I open new courses by playing in Two-Player Mode?
A: No. You can open courses only by racing in One-Player Mode.

Q: Why can't I play with three or four players?
A: You need an Expansion Pak to play with more than two players.



As secret agents go, she's the undisputed best. Silent as the night, deadly as a cobra, Joanna Dark didn't earn the nickname "Perfect" because she makes a mean casserole. But now the femme fatale faces her most difficult mission yet, complete with platoons of soldiers, alien lifeforms and some very irate cyborgs. It'll take all of her, and your, skills to leave this one alive.

Perfect Dark™

Doing a Bang-Up Job

Rare's latest installment in the Perfect Dark series takes place at the end of Joanna's training. She gets to engage in different activities on the Game Boy Color: racing a truck at breakneck speeds, rafting down a river, flying a helicopter and generally saving the world from evil. Stealth is also a major factor, simply running through the levels with guns blazing is a sure way to go home to mama in a box, and your supply of weapons is seemingly endless. Plus, by using PD with your Transfer Pak you can unlock groovy cheat codes for the N64 version. This is Joanna at her alien-stomping best, and with our exclusive strategy guide, you're sure to win the day.

TEEN T CONTENT RATED BY ESRB

NP: HOW IT RATES

Not one for talking things out, Joanna solves most of her problems with firearms. The game is rated Teen by the ESRB for realistic animated violence.

Carrington Institute

Only a fool goes into a job without training, and Joanna is no fool. Use your time at the Carrington Institute to become familiar with the play control as well as special features, like how to open doors (some of them are trickier than others), and sniff out those much-needed med kits. Also practice your stealth maneuvers, as they become essential in the later levels.

Basic Training



The guys in the blue helmets aren't from the UN. If they see you, your mission will become a lot more difficult, so take 'em out with three pistol shots. Be sure to check for any ammo or weapons they might leave behind.

Stealth

Being sneaky and sly is Joanna Dark's specialty and a skill you must master to survive. Sometimes a room that seems empty will have guards in the corner. It's often better to wait for them to come to you.



Creep up behind guards to eliminate them with a single shot. Judging distances can sometimes be difficult, so you will want your weapon to be right next to, but not touching, the guard's helmet.

Search and Rescue

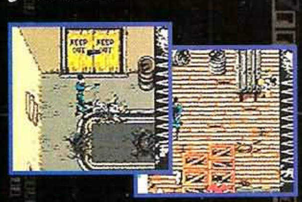
You'll find red-shirted hostages scattered throughout the game. Simply touch them to release their bonds and allow them to return home to frantic relatives.



You'll often discover hostages in a level where rescuing them is not a mission objective. Remember the golden rule and set them free anyway. After all, no one enjoys being blindfolded for very long.

Final Test

Your last ordeal is at hand. Find the hostages scattered throughout the facility and eliminate the lookouts. You'll need to search every room to get them all.



The Institute is deceptively large, and it's easy to overlook the red-shirted captives. A good strategy is to hug the wall and circle the rooms until you find all of the hostages.

Advanced Training

You must locate and disarm a bomb. There are no large green wires to clip; just grab the laptop computer off the table and use it to decode the device.



Target Range

You must score 80% on the target range to advance. If the bad guy's got a hostage, shoot him in his upraised arm. And, of course, don't hit the tot with the teddy.





South American Jungle

Your first mission lands Joanna deep in the heart of the South American rain forest. (It's good to see rain forest still exists in 2022). Besides creepy insects, giant snakes and terrible humidity, you can expect to find a plethora of guards on patrol. Firing stealthy pistol shots will be essential to your survival.

Objectives:
Destroy Cyborg Factory
Defeat Mink Hunter







Get the G-YYY Gun

The G-YYY gun is very handy for close encounters, such as facing down a dataDyne doughboy. While you can't use it for stealthy shots, the rapid rate of fire makes it a highly effective weapon for jungle warfare.

River Crossing

Once you board the raft, soldiers will attack in droves. Try to eliminate them as they appear on the right side of the screen, and be sure to shoot ammo boxes. You'll need them!



Grenades

Grenades are a girl's best friend. Use the palm-sized powerhouses to get rid of any guards brainless enough to stand close together.

Jungle Track

It's not the LA freeway, but the armed drivers might make you think otherwise. You should maintain a high rate of speed but not so high that you'll miss the forks in the road.



Shooting Trucks

Don't rely solely on your guns—you'll have to slow down to aim properly. If you can't run a truck off the road, just drive by.

Barracks

It's a-maze-ing! The barracks are a hodgepodge of tents, barrels and those pesky, armed lookouts. Search for new weapons, including a shotgun that takes out guards in one shot and throws them halfway across the screen.



Inside the Barracks

Most rooms have two or more guards, not an ideal situation for pistols. Find the shotgun and introduce them to your new buddy, Mr. Winchester.

Hind Attack

Stick and move, stick and move. Like the Ali Shuffle, your best bet against a 20-ton huey is to keep those feet a-dancing. Strafe from side to side, using the rocks for cover.



Aim for the Rockets

Take out the outside rockets on both wings, then the engines. Blast the middle gun, then the windshield. Hold the B Button to move your cursor.

Sniper Shooting

It's a snipe hunt, and you're invited. You have a single-shot rifle, so take careful aim. Try to eliminate lone guards — if you're seen you'll have only a few seconds before they blast you.

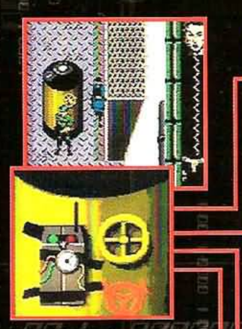
Shoot the Towers

Take out the guard towers first, then eliminate the guards from right to left. Finish up with the two fellows in little huts out front.



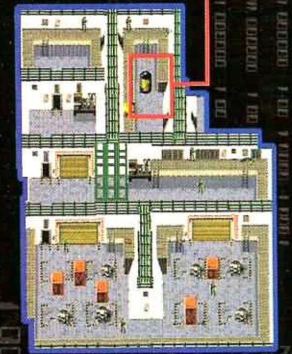
Cyborg Factory

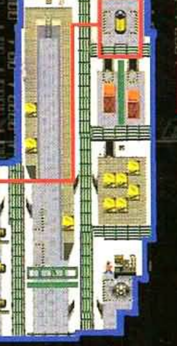
You made it through the jungle only to discover a cyborg plant run by a madman. (Really, though, would anyone sane run a cyborg factory?) It's up to you to send those wascally wobots to the scrap heap—your large supply of C4 should do the trick nicely. Ammunition is at a premium, so conserve your shots whenever possible.



Place the C-4

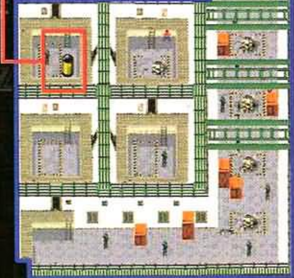
To place the C4, just run up to the tank and touch it. Eliminate the guards first, or you'll have a big surprise when you're finished.





Cyborg Attack

Use the lasers on either side of the room to blast the spider. You can run through its rockets while they're in flight, but don't be nearby when they explode.



Mink Hunter

He may have a funny hat, but Mink Hunter wields a mean shuriken. You'll face off over a lava pit—stay near the front of the catwalk and hit him with a bank shot. Try running from top to bottom and concentrate on avoiding his throws. He's clever, but you'll hit him eventually.



dataDyne

There's a downed UFO, and Dr. Carrington needs the crash data. That means Joanna must enter into the heart of darkness: dataDyne Headquarters. There are guards aplenty roaming the halls, and many areas of the building can be accessed with a keycard only. Patience and stealth must be your watchwords.

Objectives:
Download Crash site Info
Locate Crash Site

Laptop Computer

There's no time to check your email. You'll need the laptop later in the level, so boost it from the table and try to keep it in one piece.

Keycards Needed

Joanna brought her American Express, but that won't be much help here. There are two keycards you must find in the level. Lucky for you, dataDyne employees are lazy—you can find the cards in plain sight on top of the lab tables. Pay close attention to the map on this page, as many of the rooms look the same and it's easy to get lost.

Keycard 1

Tread carefully, Agent Dark. You'll need this card to open the blue door you'll encounter after defeating the cybernetic spider for the second time. Search the guards for some much-needed ammo.

Disrupter Gun

Spock, set phasers to nasty! The experimental Disrupter Gun is one bad weapon. You won't find any extra ammo lying around, so enjoy it while you have the chance. Mmm... crispy.

Download Information

You'll find the crash site info inside the large, gray computer. Connect the laptop to the dataDyne computer to receive data. Simply touch the mainframe to download.

Shut Down Power

The dataDyne Co. is a high-tech juggernaut with the best security money can buy, and it still connects the power to a big, red lever on the wall. Sigh. Shoot the guards, then flip the bad boy to leave them in the dark.

Crash Site

Once you leave the dataDyne building, you'll find yourself outside with only a machine gun and your wits to protect you. Don't panic if you can't find anywhere to go—there's no escape from the level, and the guards never stop coming. Take down as many guards as you can, then watch as Agent Dark bravely surrenders. Hope she has a good attorney...



Keycard 2

A little backtracking will be required to find the keycard. Try to eliminate security with stealthy pistol shots. If you happen to be spotted, abandon the pistol and switch to some heavy weaponry.

Pelagic I

Despite her best efforts, Joanna will be captured and thrown in the hold of the Pelagic I, a container vessel swarming with dataDyne goons. No shipboard romance there; scrap the boat, make your escape in a helicopter, and ensure that the captain goes down with his ship.

Objectives:
Sink the Ship
Escape Using Helicopter



Find your Gun

Weaponless is a bad way to be. Sneak past the two guards, grab your pistol from the next room, then take care of business. Don't worry — they can't hear the shot.

Get to the Alien Ship

You've found it at last—the downed alien vessel. It's a little banged up but still functional enough for dataDyne to glean its secrets. Make sure they don't.

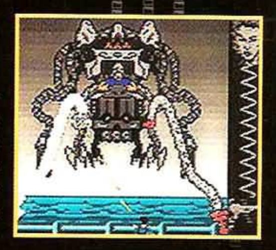




Set the Ship's Self-Destruction

The same guys who built dataDyne's electrical grid apparently oversaw the UFO as well. Press the huge, flashing red button to set the destruct mechanism.

Octopus Prime



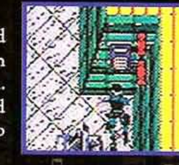
Fire hoses? No time to discuss aeronautical engineering — just take 'em out. Shoot the hoses first, then the outer guns, then Octopus Prime himself. Remember your last helicopter battle, and continue to stick and move.

Escape



Small craft advisory! You'll flee the ship in a souped-up Huey, but a motorboat with a bazooka is hot on your tail. Get ahead of the boat, then juke left to right. When more than one missile is headed your way, quickly drop back to shake them then fly ahead again.

Invasion



There are three bombs in the Invasion level, and you have a short time limit in which to disarm them. You must also remove every guard you find. Walking takes too long, so run to the bombs and shoot any guards you can along the way. Then go back through and mop up what's left.

Final Fight



The computer banks provide limited cover and will soon be destroyed. The chopper moves in similar patterns to the others you fought. Remember the shuck and jive and shoot the missile banks from the outside in.

Multiplayer

Why save the free world by your lonesome when you can buddy up for twice the mayhem? Perfect Dark provides a large array of multiplayer options and enough variations on the theme to keep you blasting away for hours. They are also an excellent way to hone your secret agent skills if the others levels are giving you problems.

Flag Run

If you like your games simple, Flag Run is for you. Two rules: Hunt for the flag, then hunt for the sucker who found it.

Street

Mom told you not to play in the street, but the lack of cars makes it safe. Of course, the handguns probably balance that out.

Factory Interior



Tiptoe through the cyborg factory and track down that fluttering flag before your opponent does. Olli, olli, oxen free!

First to Kill

It's a race against time. Be the first to plug your opponent a set number of times and you're the winner. Be second and, well, you're just second.

Factory Units



While there's something to be said for stealth, remember that your opponent may be running through the level like a madman.

dataDyne



The dataDyne security guards really need a new union. In the meantime, introduce them to the collective bargaining power of your shotgun.

Counter Force

First it was the hapless ensigns on Star Trek, now it's the hostages in Perfect Dark. A nickel's worth of free advice: Never, ever go outside in a red shirt again.



Classic Arcade



All that's missing is Ms. Pac Man and a slot for tokens. Rescue the prisoners while taking in the retro '80s video game decor.

CI Headquarters



Tired of Joanna? Play someone else! Here, Mink Hunter takes time out from world domination to save a few captives.

Timed Game

Ti-i-i-ime is on your side, yes it is. Eliminate the most baddies in the time provided to secure bragging rights for eternity. Or at least until the next round starts.

House Interior



No, you can't shoot the toilets. You can hide behind them if you want, but don't expect them to provide much cover in a firefight.

Jungle



Welcome to the jungle. This level provides plenty of cover; unfortunately you'll be too busy shooting to take advantage of it.

Dark Matter

Perfect Dark proves to be a blistering prequel of its N64 big sister. While nothing can replace a first-person view, the folks at Rare have done a spectacular job staying true to the theme and feel of the original. If you enjoy solid action games and multiplayer fun, you should give PD a try. Come on. You're not afraid of the Dark, are you?

ARENA are you game?

the CHALLENGES



1 Kirby 64: The Crystal Shards
Bumper Crop Bump

When you're not collecting shards, you can gather up fruit in Kirby 64. Play the Bumper Crop Bump minigame and fill your basket with as many of the falling fruits as you can. The biggest harvests will reap Power Stamps and a spot on the Challenge Scoreboard.



2 Indy Racing 2000
Orlando Indy 200

Grab the wheel and floor it in the Orlando Indy 200 course of Infogrames' Indy Racing 2000. If you think you can drive circles (or rather, ovals) around every speed demon out there, prove your pedal-to-the-metal mettle by sending us your lap record for the Florida course.



3 Toobin'
Ridin' the Waves

Playing in the water brings out the kid in all of us. In this month's challenge for Midway's Toobin' for GBC, you can get in touch with your inner child and inner tube. You could soak up some Power Stamps, too, by splish-splashing an unfathomable score on your inflatable ride.

TWISTED CHALLENGES

In The Legend of Zelda: Ocarina of Time, can you finish the Shadow Temple without using the Lens of Truth?
from Eric Cowden, Buchanan, MI

In Pokémon Stadium, can you defeat the Elite Four using only one type of Pokémon?
from Shawn Richardson, Port Republic, MD

Challenge Scoreboard

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Jesse Moyer, Naples, ID
Richard Murr, Titusville, FL
Travis Neely, Manchester, MO
Michael Nix, Loomis, CA
Logan Nocerino, Lafayetteville, CA
Josh Olcott, Parkersburg, WV
Erik Olsen, Shirley, NY
Nathaniel Olson, Sanborn, IA
Joshua Onstott, Philpot, KY
Pablo Padilla, Pomona, CA
Coleman Payne, Grayling, MI
Donald Pedersen, Lancaster, CA
Peter Phengpacdy, Winnipeg, MB
Craig Phillips, Cold Spring, MN
Chris Pollard, Tucson, AZ
Jaasiel Ponce, Tecate, CA
Brandon Powell, Waco, TX
Justin Pratt, Fresno, CA

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Eric Field, La Crosse, WI
Jerry Fieldsted, Mariposa, CA
Ryan Fitzgerald, Oceanside, CA
Cody Freeman, Truro, NS
Adam Fried, Lexington, MA
Lee Funk, Wheaton, IL
Robert Gaddie, Friendswood, TX
Jeremy Gallant, Middle Sackville, NS
Zack Gasiorowski, Tinley Park, IL
Aaron Giles, Altamonte Springs, FL
Adam Goldberg, Livingston, NJ
Peter Gowen, DeKalb, IL
Jacob Graber, Littleton, CO
Jeffrey Grarrity, Lewisville, TX
Corey Griffin, Cincinnati, OH
Matt Harper, Deckerville, MI
Brian Harris, Springfield, VA
Eric Harris, Stedman, NC
Travis Heberlein, Springfield, OR

STAR WARS: EPISODE I: RACER

Best Andobi Mountain Run Time (Vol. 123)
Calvin Higa, Seattle, WA — 5:01.875

Best Beedo's Wild Ride Time (Vol. 123)
Johnny Duong, Buena Park, CA — 2:12.933

Best Boonta Classic Time (Vol. 123)
Adam Frisbee, Cossayuna, NY — 6:21.832

Best Boonta Training Course Time (Vol. 123)
Joe Berni, Bridgeton, NJ — 0:44.593

Best Dethro's Revenge Time (Vol. 123)
Calvin Higa, Seattle, WA — 2:34.560

Best Executioner Time (Vol. 123)
Calvin Higa, Seattle, WA — 4:35.480

MARIO TENNIS CHALLENGE

The Nintendo Power Cup

Hit the clay in NP's exclusive Mario Tennis tournament for your shot at winning some grandly slammin' Nintendo tennis gear. While it may not make you look as smashing as Wimbledominators Pete Sampras and Venus Williams, it'll at least give you the on-court cool of the Mario Tennis pros.

To take part in the special Nintendo Power Cup, follow the instructions below. When you finish the game, you'll receive a unique code that is a record of your game stats. Send us your code—we'll evaluate it and compare it with the performance of other readers. Winning is based on how many rings you can hit the ball through (rings that your opponent, Bowser, nails will count, too). If there's a tie score, we'll draw one Grand Prize winner from all top qualifiers. The rest will be runners-up.

Hint: The game lasts three minutes regardless of how well you volley. If a ring is too hard for you to reach, miss a return on purpose to bring up a new formation of hoops.

The Nintendo Power Cup is Nintendo Power's exclusive Mario Tennis tournament, and it's hidden in your game. To unlock it, head to the Main Menu, then select Special Games.



Choose Ring Tournament, then use the Control Stick or Pad to type in J6M9PQJ6U at the Code Entry screen. Press A to confirm each letter choice and B to erase.



The three-minute match will have you playing as supersecret character Donkey Kong Jr. As you volley with Bowser, hit the ball through as many rings as you can within the time limit.

The game ends when the time runs out. Photograph your Result Passcode. If you send us the picture, we'll evaluate your special code to see how your performance measures up.

Mail your photos to:

Mario Tennis Nintendo Power Cup
P.O. Box 97044
Redmond, WA 98073-9744

Ring Total: 30

Please write your ring total on the envelope!

1 Grand Prize:
A tennis racket and Nintendo case



20 Runner-Up Prizes:
A can of Nintendo Power tennis balls

Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, take a picture of your Result Passcode screen, then print your name, address, telephone number, and "Nintendo Power Cup" on the back of the photo and mail the entry to this address: MARIO TENNIS NINTENDO POWER CUP, P.O. BOX 97044, REDMOND, WA 98073-9744. Enter as often as you wish. Entries must be received by 10/1/2000. NOA is not responsible for: (a) unclear photos, late, lost, illegible, misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/2000, winners will be determined based on the game data contained in their Result Passcode with judging criteria favoring the highest ring total. In the event of a tie, the grand prize winner will be determined by a random drawing of all top qualifiers. NOA will attempt to notify winners by mail by 11/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/30/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: A tennis racket and Nintendo case. Approximate retail value (ARV): $200.00. Second Prize: 20 entrants will each win a can of Nintendo Power tennis balls. Approximate retail value (ARV): $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright 2000 by NOA.

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is October 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.

ANSWERS TO VOLUME 135

Count 'Em All

1: Golduck
4: Nidorina
5: Blastoise
6: Nidoran
8: Horsea
14: Squirtle

What Will Happen?

Stone + Ice = Curling Stone





AND BRING HOME THE EXCLUSIVE POKéMON GOLD AND SILVER GAME BOY COLOR SYSTEM

with the Pokémon Gold or Silver version Game Pak of your choice!

50 WINNERS!

50 GRAND PRIZES

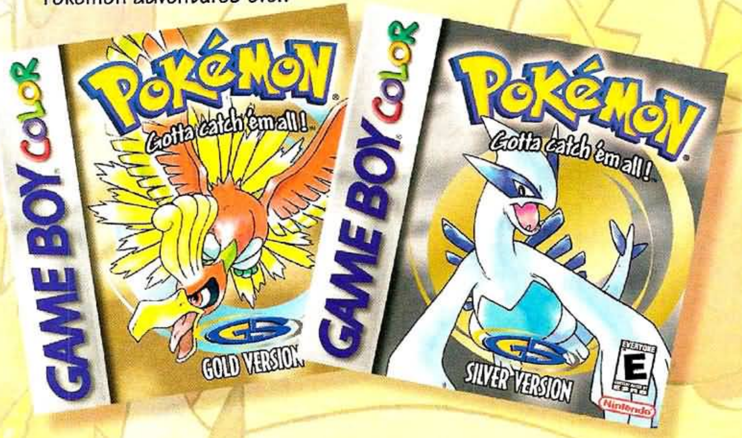
GRAND PRIZE WINNERS WILL RECEIVE A SPECIAL,

LIMITED-EDITION POKéMON GOLD AND SILVER GAME BOY COLOR.

Unavailable anywhere in North America except through this contest, the limited-edition Pokémon Gold and Silver Game Boy Color System features Pokémon characters and a special reflective paint that changes from gold to silver as you shift it in the light.

GRAND PRIZE WINNERS WILL ALSO HAVE THEIR CHOICE OF A POKéMON GOLD OR SILVER VERSION GAME PAK.

The latest additions to the Pokémon world are the most enthralling Pokémon adventures ever.



50 SECOND PRIZES

Second Prize Winners **WILL RECEIVE** **A STYLISH NINTENDO POWER T-SHIRT**



YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

Official Contest Rules

No purchase necessary. Only U.S./Canadian residents (excluding Quebec, Rhode Island, New York, Florida) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number and Pokémon Gold and Silver Contest on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYERS POLL VOL. 136
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by 10/1/2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 11/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/15/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prizes: Fifty (50) entrants will each win one (1) limited edition Pokémon Game Boy Color system and (1) copy of the Pokémon Gold or Pokémon Silver Game Pak. Game Pak to be determined by winners. Approximate Retail Value (ARV) of prize package is $100. Second Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNER'S SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOAs control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.





We Got Games

Did you know that September 11th is National Iguana Awareness Day? Or that the 4th is the National Be Late For Something Day? And let's not forget September 17th, the ever-popular National Backward Day. With such momentous days almost upon us, we took to wondering why there was no Game Boy Color Day. We quickly discovered it was because of the powerful iguana lobby in Washington, D.C., but hopefully this month's terrific selection of new titles will be one more step toward giving everyone's favorite system the respect it deserves.



Under the Sea

Listen up all you crazy pinball wizards—this is the game for you. Even if The Little Mermaid isn't exactly your bag, this pinball sim is so well done it might bring tears to your eyes. The scrolling from top to bottom is smooth and flawless, and the camera follows the ball so closely you rarely lose track, two flaws which tend to doom most pinball adaptations. In addition, you get two main tables with lots of secret goodies and a ton of minigames. It's like being in the arcade, except no one will spill soda on your new jacket.









Play Ball

The main tables are loaded with jackpots, but you'll have to be patient. The ball moves at certain angles based on where it hits the flipper. Pay heed to that, because most jackpots are won by hitting a certain area numerous times.



Kiss the Girl

Pay close attention to the window boxes located right above your main flippers. They tell you handy things such as what special awards or jackpots you are close to receiving. For the Kiss The Girl bonus, you'll need to shoot your pinball around the right loop.



Ramp Roaming

You can get tons of points right off the bat with a special skill shot. Launch your pinball hard enough to clear the right loop, then nail it with your inner flipper. Done correctly, the ball should zip into the top loop and give you instant cheap points. Also remember that your flippers aren't just for smacking the ball around—with a light touch you can slow and even stop a ball on a flipper, resulting in a more accurate shot.



Many Minis

The minigames are a fun time for all concerned, and because the music, graphics and strategy vary wildly, they actually feel like 16 different games as opposed to one game and 15 clones. Also note that you can tilt your pinball table in different directions until Ariel's teeth fall out, but the game will never end because of it. That's good to know if your ball is headed for a watery grave.



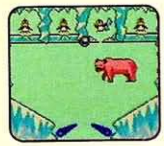
Islanders

Hit the little beach huts to free the natives, then hit the folks in the water to rescue them.



Ariel

Hit treasure chests to open them and reveal the booty within. Take care—balls will ricochet off the shark.



Baby Penguins

Crack the ice blocks and free the black and white birdies. Hit the polar bear to make him really, really angry.



Ursula

Not only does Ursula shoot multiple lightning bolts, she has eel henchmen. Hit all six tentacles to win the day.



Walrus

It's Wac-a-Walrus. If you nail Mr. Walrus as he pops out of the ice, he'll give you extra balls and some fish.



Big Penguin

There are a number of small ice cubes scattered about the table. You must break them all in two minutes.



Morgana

Ursula's sister is another lightning bolt fan. Be patient, the Octo sisters are the most difficult of the minigames.



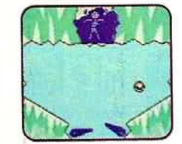
Flounder

Flouder ate too much, and his ample rump is wedged in a boat. Knock him free before he becomes shark food.



King Triton

Dad's been turned into a withered sea creature! Hit all the creatures to avoid being grounded for the rest of your life.



Big Teeth

Breaking ice with a pinball may seem loopy, but it works rather well here. Smash the ice cave to save your friend.



Scuttle

Hit the bird to make it drop a bizarre assortment of items, then hit the items to pick them up.



Bad Eels

Electric eels, no less. Watch for lightning and have your trigger fingers ready for a quick response.



Sebastian

There's nothing more romantic than fish spitting water. Hit the finned ones to give Ariel and her beau a show.



Stingray

Pop those stingrays and send them running. Beware the lightning bolts—they deflect your ball in crazy directions.



Melody

The girls move in a circle—try to get the ball in the middle so it pings around and hits multiple targets.



Eric

Loose lips sink ships. Knock the sailors off the boat first, then hit them in the water to pluck them to safety.

Microsoft

The Best Of ENTERTAINMENT PACK

7 Ways To Play

©2000 Microsoft Corporation

Deal Me In

Tired of rescuing princesses? Had it up to here with scrounging for coins? Give your fingers a rest and your brain a workout with a fabulous collection of seven games. Normally available only as computer software, their easy learning curve and supurb replay value make them naturals for the Game Boy Color.





Use Yer Noodle

Did we mention the superb replay value? Though they seem simple, many of the games quickly become a challenge to even the most hardcore gamer. And the best part is, they're a blast! For a fun time, give the Pak to friends and then count how many times they say, "Hold on, one more game! Just one more!"



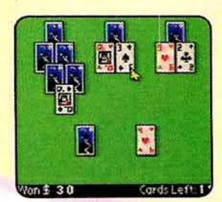
Free Cell

In Free Cell, the entire deck is laid out before you. Aces go up top and can then be built upon in numerical order. Cards can be stacked on one another in descending order, black on red. You also have four extra slots, which are used to store cards temporarily. Save them for kings or cards that cover up your aces.



Tut's Tomb

Match cards that add up to 13. Queens go with aces, and kings are an instant match. Plan ahead, and pay careful attention to which cards lie beneath others. The game is scored with cash and charges you per draw, so if you go through the deck and can't make a single match, cut your losses and redeal.



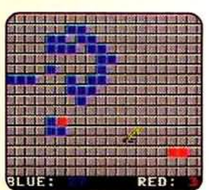
Tripeaks

You've got to know when to hold 'em, know when to fold 'em. Remove cards by matching them one higher or lower. Try to get a run going, such as 8, 9, 10, jack. If you jump back and forth (8, 9, 8, 9) you'll get stuck later on. You'll need a really good memory and some luck to master the game.



Ski Free

There are only so many card games you can play before nature calls—so hit the slopes! You can pick Slalom events and try to dodge trees, or carve out stunts on Free Style. Ski Free has some funny moments, including points for scaring snowboarders and a Yeti who eats you, skis and all, if you move too slowly.



Life Genesis

Based on highly complex mathematics that you (gratefully) don't have to know, Life Genesis allows you to generate "life" in the form of blue dots. If you put too many together or space them too far out, they'll go belly up. When you're finished, set your world in motion and observe the patterns.



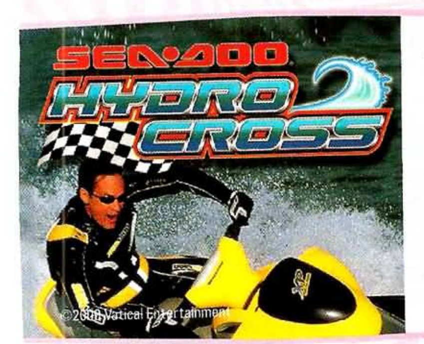
Mine Sweeper's

One foot, one flag, and a whole lot of fun. Minesweeper is one of the oldest PC games, and a true classic. Use your foot to search for mines, finding them by process of elimination. A numbered square tells you how many mines are in an area. Warning: May cause sleepless nights and some thumb cramping.



Tic Tactics

Tic-Tac-D'oh! Welcome to the old school game with a twist. The boards come in three sizes: 3x3, 3x3x3, and 4x4x4. The standard board is fairly easy, but the final board, which requires four in a row to win, can become almost insanely complex. It's especially fun with two players.



Wave Rave

Combining speedy watercraft with the canals of Venice would normally get you thrown in the Italian hoosegow, but, luckily for you, Sea Doo Hydrocross has arrived. Fly through more than ten courses in such locales as Loch Ness and Atlantis to become world champion.





Man Overboard

While the jumps and obstacles are a challenge, your biggest concern might be staying on course. Don't expect any flags or big arrows that say "This Way." You will have to practice to find the fastest route.



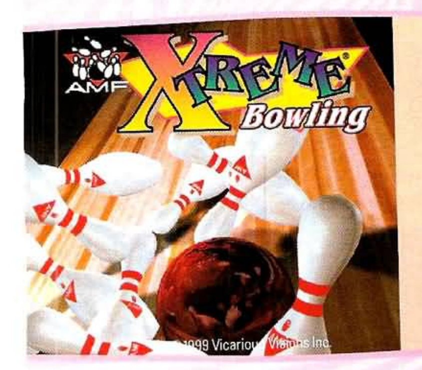
Watch Undertows

Descend into the maelstrom, friend. Whirlpools are a bad thing, so try to avoid them. Other hindrances include logs, rocks, and a downed UFO (complete with a pair of peeved aliens) in the Bermuda Triangle.



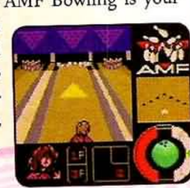
Know Your Craft

Each time you win, you'll add points to your Sea Doo. Each category is important, but the name of the game is staying on course. Build up your craft's handling abilities right off the bat, then worry about how fast you can go.



Bowl Me Over

All the fun of bowling without the silly shoes. Sound like a dream? Well wake up, because AMF Bowling is your ticket to the lanes. Choose from nine bowlers, select your ball color and weight, and get ready to tank tenpins. With Practice, Tournament and Two-Player Modes, you'll never wait for a lane again.





Gutter Talk

As a rule, heavier balls are preferred because they strike the pins with more force, but lighter balls are usually easier to control. Also be sure to listen for your bowler's funny comments, including "Yeah, Dawg!" when you get a strike.



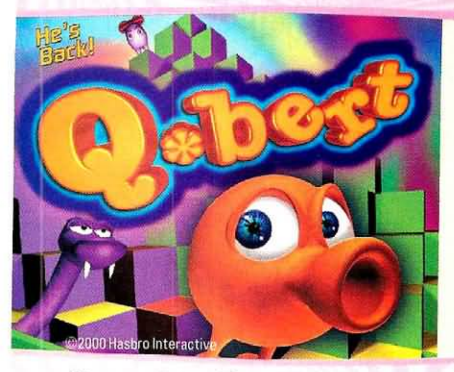
Strike

Try to align yourself between the middle two arrows and throw as straight as possible. Once you've mastered that technique, put different spins on the ball to achieve wicked hooks and slices.



Line 'Em Up

To pick up a spare, stand to the far side of the pin(s) and hook your shot as opposed to hitting them straight on. For splits, aim at the far side of a pin and send it careening across the lane.



Q*#?/



It used to be that the only way to have Q*bert in your home was to watch the cheesy '80s cartoon. But now you can see the little guy in your home, car, boat, or wherever you decide to bring your Game Boy Color. The rules are simple—jump Q*bert from box to box while avoiding snakes, balls and other nasty surprises. There are Arcade and Adventure Modes, and you can even play as his buddy, Q*Dina.



Block Jumping

The most important strategy for Q*bert is to leave yourself room to maneuver. Stay in the middle and try to have an escape route available at all times. If a block is off by its lonesome, just save it for last.



Avoid Balls

Don't touch! Red and purple balls are bad news, and purples actually become cobras once they reach the bottom. This is also a good time to point out that you don't want to stand at the top of any pyramid, or balls will fall on your head.



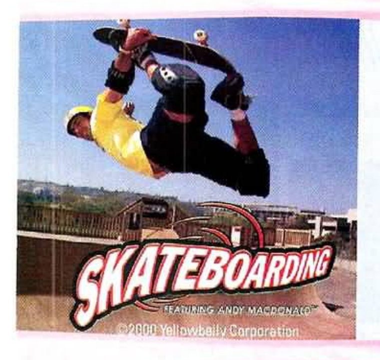
Green Balls Mean Stop

I'm frozen, and I can't get up! Stop the flow of time by snagging any and all green balls that come your way. Once the enemies are frozen, use the opportunity to bounce up and down on those far-off, hard-to-reach blocks. Note that enemies can't hurt you when frozen, so feel free to taunt Coiley the Purple Snake.



Flying Pad to the Rescue

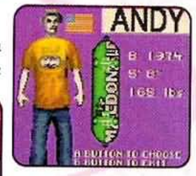
Just when it seems that the Q-man had no hope, alien technology comes to the rescue. Each level has one or two of the multicolored spinning disks available. Use them to escape from any baddies or balls headed your way. If you're being chased by the snake, wait until it's almost on you and leap to safety. If you time it right, Coiley should plummet off the edge.



Skate or Die

Let world-famous skater Andy McDonald be your guide as you grind through over 20 cities around the world in your quest to be king of the kickflip. While it's no Tony Hawk, MTV Skateboarding does possess four different boarders, a wide array of courses and enough tricks and challenges to keep you eating pavement all night long.





SK8 4 EVR

Tricks are the heart of any skateboarding game, so start learning! Luckily for you, the game includes a Free Skate Mode, where you can practice fresh moves without a ticking timer or a bunch of rowdy teenage fans to distract you.



Collect the Balloons

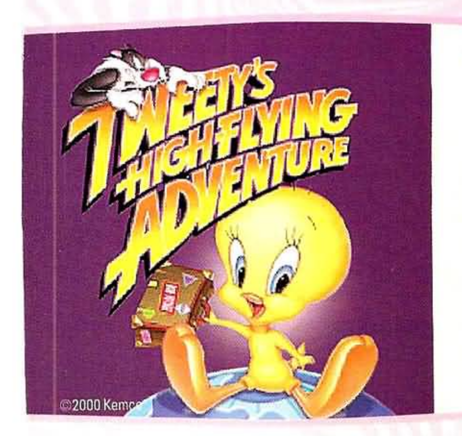
Some tracks require you to pick up goodies to advance. Some don't, but they're easy points anyway. Simply board over the balloons to collect them. Unfortunately, you can't fill them with water and drop them off a bridge.



Tricks For Points

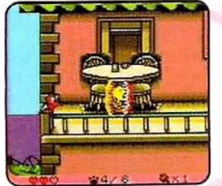
Most of your time will be spent performing jaw-dropping stunts. You'll have to learn and master combos to advance—you can just kick out ollie after ollie, but eventually the judges will yawn and stop giving points for it.

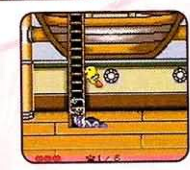




Tweety Bird

About a minute into Tweety's High-Flying Adventure, Granny says "Flibberdigibit." We have no idea what that means but figure it must be granny-speak for "It's about time my Tweety got his own game!" As Tweety, you'll travel around the world, meet up with other Loony Tunes characters, and bonk cats on the head. It's more fun than a pressed seed birdfeeder.





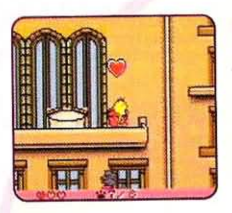
Here, Kitty Kitty

Granny's favorite park will be closed unless you can collect paw prints from 80 cats in 80 days. The first few levels are easy—and chock full of goodies—but as you progress weapons become fewer and farther between. Use your smarts, or you'll have to face one very upset Granny.



Pick a Tool

Choose from a wide variety of kitty-whackers—including spatulas, noisemakers, banana peels, oil slicks, balloons, mallets and a plunger gun. Be careful—if you happen to run out of weapons, you'll have a very difficult time collecting paw prints.



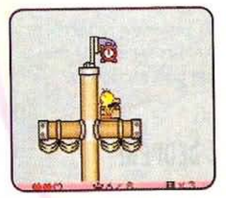
A Gift of Life

Tweety starts the game with three life points, but they quickly disappear as he gets banged around. Find the hearts scattered throughout the levels (usually in the more out-of-the-way places) to give him a much needed pick-me-up.



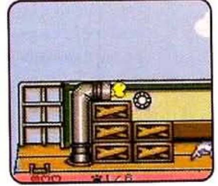
Chase the Kitty

Sometimes, especially in the later levels, the only weapons available to you are oil and bananas. When you locate a cat, run or fly to get ahead of it, then quickly drop the oil in its path. When the kitty slips, snatch up that paw print. Be sure to save your limited weapons for the cats—you have to get their prints, but most other enemies can be avoided.



Time Stops

Break a number of the laws of physics with the stopwatch, a fun toy that freezes time in its tracks. Use the opportunity to locate hearts, place oil slicks and banana peels, or track down that elusive last puddy tat and bop it on the head.



Tunnels and Shortcuts

You'll find many pipes, tunnels and tubes throughout Tweety's High-Flying Adventure. You're required to use a few of them to continue in the level, but most are shortcuts or paths to hearts and treasure. If you want to know where they lead, pause the game and use the Control Pad to view the level.



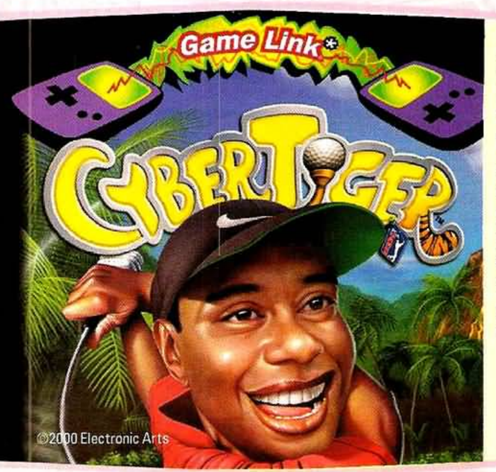
Taz on the Chase

It's the Tasmanian Devil, and he's in a foul mood. This twisting tornado of terror can be a serious thorn in your side. If you can't run or fly away from him, you'll have to use something from your precious weapon stash to take him out.



Unfortunately, Granny's mission is a difficult one, and you'll spend a good deal of time getting smacked around by bad guys. (Which brings up an interesting point: Does Tweety see little chirping, flying birds when he's stunned?) Regardless, don't lose hope, because some nice chap thought to scatter small globes throughout the levels. Simply touch them to continue your game from that point the next time around.





Eye of the Tiger

Tiger Woods is the man. Not only is he the youngest grand slam winner in golf history, not only can he do that neat trick where he bounces a golf ball on his club for hours, but he's at the heart of a great new golf game for the Game Boy Color. CyberTiger has a number of game play modes, a bunch of courses, and an option to play as Tiger himself. When you add in a two-player mode, you've got year-round excitement.



Fore!

Before you can pucker up to a silver loving cup, you'll need to master the basics. You can jump right into a season if you want, but it makes sense to become familiar with the controls and options first.





Choosing Your Game

CyberTiger has a golf cart full of game play modes. Besides the two-player link, you can play a complete season, a single game, or a rapid-fire race against the clock. In another stroke of genius, the good folks from EA Sports (understanding that in real life golf is often a tedious experience) have added a bunch of groovy arcade options—including the ability to mulligan a hole and have power-ups scattered around the course.



Choose Your Players

Each of the golfers has his or her own strengths and weaknesses. K. Carmen has excellent control and no power, while Kid Chip approaches the green with the gentle touch of a blacksmith. The only exception is Kid Tiger who, naturally, has perfect stats across the board.



Keeping Score

Hey, look! I scored 200! Remember, young putting fiend, that in golf the lowest score triumphs. Keep track of your personal best and worst with the handy-dandy scorecard. It's especially useful for securing bragging rights.

Pro Material

Don't be fooled—golf can be a deceptively complex sport. If you want to be the leader of the tour, you'll need to master both the long and short aspects of the game. Remember the old saying, "You drive for show, but you putt for dough."

Line up Your Ball



It's important to drive straight down the fairway. Line up your shots carefully, and don't be afraid to sacrifice a few feet of drive for better accuracy.

Use Your Meter



You'll tap the meter twice, once for distance and once for accuracy. Take your time—even missing your mark by a little can throw your shot off kilter.

Putt It In

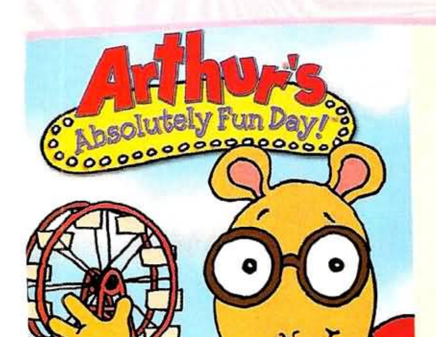


It's better to putt too hard than too soft. You might overshoot on occasion, but there's nothing more frustrating than having putts fall an inch short.

You Scored!



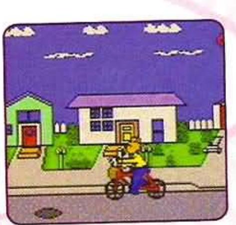
Sinking a putt results in a bit of music, plus the flashing of your score across the screen. It can be especially painful during double bogeys.



Too Fun

Younger gamers will have a grand day with their favorite aardvark. There's no better way to spend a Saturday than in the amusement park, but first Arthur must help his friends. Stack books, flip pancakes, and help your friends and neighbors as you search for 16 stars that will allow you to enter Wonderland.





Adventures

Collect the stars by performing in over ten different events, including air hockey and skateboarding. You can return to the same event again and again and continue to receive stars, but they will become more difficult each time.



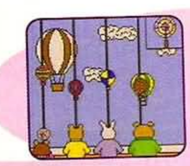
Basketball Hoops

If you swish ten buckets, Francine will give you a star. There's no shot limit, and misses don't count against you, so take your time. For extra fun, try taking a super shot and launching the ball over the top of the house.



Hidden Treasure

Arr, maties! Here ye be divin' for pieces of eight! Collect all ten pieces of treasure, and be sure to chase the fish as they swim by. Again, no time limit, no pressure. Just a leisurely dunk in the sea.



Carnival Rides

Once inside Wonderland, you'll be able to try out all kinds of carnival action. They are all just for fun and include such carnie mainstays as the water pistol target shoot and bumper cars!



Barbie's World

Uh-oh, trouble in paradise. It seems Barbie's let her wardrobe go, and she finds herself in dire straits. Complete a number of minigames to unlock clothing, jewelry and makeup, then take Barbie or her friends to the mirror and try on your newfound booty. It's another title that is most appropriate for younger gamers.





Fashionable Games

Pick a game, any game. If you choose the same game multiple times, you'll get more wardrobe selections but the challenges will increase in difficulty.



Bead Necklace

Use the hairdryers to blow the beads onto the necklace. It is easily the most difficult of the games, so take it slow and don't get frustrated.



Shoot the Color

Hit the selected color of heart with your lipstick. Hit every color to secure a new tube of makeup with which to pretty up Barbie.



Skirt Match Up

Call the fashion police! Barbie's skirt has gone to pieces. Arrange it in the proper order, or you'll go outside looking like Mom dressed you funny.

NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

September 2000

NINTENDO 64

MADDEN NFL 2001



EA touches down with another one for the Madden crowd.

GRAPHICS: Madden's gridiron game looks sharper and cleaner than last year's game. It also looks more realistic and varied than Blitz, but, then again, Madden is all about realism.

PLAY CONTROL: Padded with a stadiumful of plays (along with ones you strategize yourself) and micromanagement menus galore, Madden requires a lot effort to navigate them. The controls are similar to the previous installments, so armchair quarterbacks will get the hang of things quickly.

GAME DESIGN: New additions include the historical team rosters of gridiron greats and in-game trading cards that you can earn by completing challenges, then trade via Controller Pak.

SATISFACTION: Madden games didn't need much streamlining to begin with, and the improved graphics and new features should lure sim fans and wannabe coaches.

SOUND: Crowd noise swells with cheers and grumbles accordingly, while Madden chimes in crystal clearly (which may or may not be a good thing, depending on your tolerance level for John).

COMMENTS: Chris—*Superior graphics and improved sound only augment an already solid game.* Scott—*It's the best in sim football and the best in N64 Madden games.* Drew—*Crisp graphics and an impressive playbook help this title into the end zone.*







- EA Sports/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- Create-a-Play Mode
- Trading card feature

GRAPHICS 8.4
PLAY CONTROL 8.4
GAME DESIGN 8.0
SAT. 8.0
SOUND 7.8



HOW IT RATES

EA's Madden NFL 2001 offers over 100 yards of good, clean, sporting fun on the football field, so it earns an all-ages rating of E from the ESRB.

NINTENDO POWER STAFF SCORES

9.0 → Chris
8.3 → Drew
8.2 → Scott
8.1 → Andy
7.2 → Sonja

NINTENDO 64

POKéMON PUZZLE LEAGUE

OVERALL RATING **8.1**

Now you've gotta catch 'em all and put 'em in a row!

GRAPHICS: The fruity-colored graphics are perfectly Pokémon in every way—stills from the cartoon series serve as backdrops for your Tetris Attack-tinged game board, and the opening sequence is an actual cartoon that could fool you into thinking you were watching the Kids' WB!
PLAY CONTROL: The speedy controls will help you outwit rival Trainers, and the simple setup will be easy enough to master for Pokémon fanatics who are new to puzzles.
GAME DESIGN: The rotating cylindrical board in 3-D Mode is the game's standout feature. Otherwise, Puzzle League is Tetris Attack set in a Pokémenagerie, where your objective is to flip-flop pairs of blocks into a like-colored alignment so you can eliminate them. If you beat the rival Trainers (all from the TV show), you'll win badges. Too bad you can't win Pokémon (that'd guarantee fans would play for a few hundred rounds).
SATISFACTION: Maybe it's a little forced, but the use of Pokémon in a puzzle game actually works and the Tetris Attack formula is tried and true.
SOUND: All Trainers repeat one taunt during the match, so get used to hearing Ash shout, "I'm gonna win!" ad nauseam.
COMMENTS: Chris—*The 3-D part is challenging.* Drew—*The Pokémon theme is distracting and pointle* Jennifer—*It's a really fabulous puzzle game wrapped in Pokémon paper.*





- Nintendo/256 Megabits
- 1 to 2 players simultaneously
- 6 game modes in 2-D or 3-D
- Puzzle board editor
- Ash, Pikachu, Team Rocket, Marill and other popular character appearances



HOW IT RATES
Puzzle League will appeal especially to fans of the Pokémon TV series, so, of course, the game is sweet, harmless fare recommended for Everybody. And that includes non-Pokémon fans, who'll still dig the brain-busting fun.

GRAPHICS 8.0
PLAY CONTROL 8.6
GAME DESIGN 7.4
SAT. 8.4
SOUND 7.9

NINTENDO POWER STAFF SCORES
9.0 → Jennifer
9.0 → Oliver
8.3 → Drew
7.8 → Sonja
7.3 → Scott

NINTENDO 64

TUROK 3: SHADOW OF OBLIVION

OVERALL RATING **8.0**

Acclaim welcomes you to sweet oblivion.

GRAPHICS: Turok 3 is a drop-dead looker, rich in finely detailed graphics, atmospheric environments and surely some of the best, most realistic looking and moving human models (i.e. they're not creepy or robotlike) to grace an N64 game. Moreover, their lip-synched speech helps elevate the already gripping cinematics.
PLAY CONTROL: You can play as Danielle or Joseph Fireseed, and the game's controls handle their unique abilities well. The auto-aim function is sharp, too, but manual aiming is like targeting with the jitters.
GAME DESIGN: As with all Turok games, Oblivion is a mammoth adventure, and it's armed to the fangs with a few dozen upgradable weapons and eight irresistible and devious multiplayer modes.
SATISFACTION: It sounds like Acclaim listened to the feedback regarding the previous Turoks by lowering the frustration factor with tightened-up levels and unlimited lives. The end result is that it's the best Turok game so far.
SOUND: The symphonic score and gurgling gross-out sounds maintain the game's chilling ambience.
COMMENTS: Oliver—*The violence is over the top.* Scott—*My favorite Turok since the first one! With two main characters who take different routes, the game has more replay value.* Chris—*The levels are less mundane.*







- Acclaim/256 Megabits
- 1 to 4 players simultaneously
- Rumble and Controller Pak compatible
- Expansion Pak enhancements
- 2 playable characters in 1-player mode
- 8 multiplayer modes



HOW IT RATES
More gory and graphic than ever, Turok 3 is for Mature audiences only. Subtle this game is not—when "splattered" best describes a flesh wound, you know you're dealing with an ultraviolent game for players 17 and older.

GRAPHICS 8.2
PLAY CONTROL 8.2
GAME DESIGN 8.0
SAT. 7.8
SOUND 7.8

NINTENDO POWER STAFF SCORES
8.5 → Scott
8.4 → Jason
8.3 → Chris
8.2 → Drew
7.0 → Sonja

NINTENDO 64

NFL BLITZ 2001

For the third year, Midway is puttin' on the Blitz.

GRAPHICS: Midway's Blitz has always been the arcade alternative to football simulation games, so its graphics are larger than life rather than true to life. This season's pigskin Pak sports players who are even beefier than before. Other than that and the cheerleader glamour shots (complete with hints!), the graphics are their ol' bold, in-your-face selves.

PLAY CONTROL: You need quick-reacting controls to intercept long bombs, dodge tackles and make mad dashes when your motivated player is "on fire." Blitz makes juggling all those moves and players easier to handle in stride than a halftime show.

GAME DESIGN: Blitz is about instant gratification, so the action hits hard and fast. And with the introduction of the three Party Games—an offensive contest, a defensive contest and a passing challenge—you can get an even quicker arcade payoff.

SATISFACTION: Another year, another Blitz. If football's your game but sims are too nitpicky for you, Blitz is a fast way to get your kicks (and sacks and body slams, too). And Blitz's Party Games are a blast!

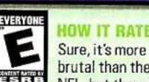
SOUND: The oofs, grunts and commentary convey the over-the-top brutality of it all, and the music is never distracting.

COMMENTS:
Chris–*Not for people who like realistic football like QBC and Madden.*
Drew–*Fast and fun like past Blitz games.*





- Midway/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Playbook editor
- 3 minigames





HOW IT RATES
Sure, it's more brutal than the NFL, but the outrageous tackles are done in a hyperactive, cartoony way. A lot of unsportsmanlike conduct may happen on the field, but it's just E-rated exaggeration.

OVERALL RATING 7.9

GRAPHICS	7.6
PLAY CONTROL	8.0
GAME DESIGN	8.2
SAT.	8.0
SOUND	7.6

NINTENDO POWER STAFF SCORES
8.7 → Andy
8.1 → Drew
8.0 → Sonja
7.8 → Scott
7.2 → Chris

NINTENDO 64

SAN FRANCISCO RUSH 2049

In the future, it's still the San Francisco treat.

GRAPHICS: Midway's vision of the future streets of San Francisco leaves some major landmarks in place, while the flourishes of *Blade Runner*-style cityscapes are nicely realized. The diagonals tend to be jagged, but at least things zoom by at turbo speed so they're not an eyesore.

PLAY CONTROL: Like the other two Rush games, the cars are tuned up with tight handling and things get hairy only when your wheels leave the ground (which, as usual, is often). The new twist is that in 2049, cars can sprout wings, making for more exaggerated aerial stuntwork.

GAME DESIGN: Rush has always played like a high-flying Hollywood car chase, and the six courses and four stunt tracks are designed to toss and bang your car up in fun, new ways.

SATISFACTION: Everything that Rush is known for—outrageous shortcuts, aerobatic stuntwork and white-knuckle racing—returns in a sleeker package. Better yet, the addition of the weapons-based Battle Mode tops things off with vehicular assault of the Vigilante 8 variety.

SOUND: The electro beats are a cut above most dull techno tracks for video games.

COMMENTS: Scott–*Battle Mode rocks.*
Chris–*Crashing is almost as fun as landing greasy side down.*
Jason–*No giant leap, but as a Rush fan, I'm glad to see more of what I've always liked about the series.*







- Midway/96 Megabits
- 1 to 4 players simultaneously
- Rumble and Controller Pak compatible
- Expansion Pak compatible (required for Track 6)
- 6 tracks and 4 stunt courses



HOW IT RATES
Only cars are hurt in the game, so the ESRB deems San Francisco Rush 2049 appropriate for Everyone—regardless of whether you're old enough to drive.

OVERALL RATING 7.6

GRAPHICS	7.6
PLAY CONTROL	7.7
GAME DESIGN	7.9
SAT.	7.7
SOUND	6.9

NINTENDO POWER STAFF SCORES
8.5 → Drew
8.5 → Jason
8.4 → Chris
7.6 → Oliver
6.7 → Scott

NINTENDO 64

POLARIS SNOCROSS



OVERALL RATING 6.1

Vatical takes you dashing through the snow.

GRAPHICS: Set in scenic, picture-postcard settings, Vatical's snowmobile racing game offers riders a repertoire of varied animations and movements. The designers definitely didn't take the easy way out by blanketing everything in white. Still, the general look is several degrees short of rivaling the slickness of the tracks' wintry conditions.

PLAY CONTROL: At times, turning doesn't seem as tight as it should be, but at least you stay in control and can adjust your angle of descent when airborne.

GAME DESIGN: All 16 sleds are modeled after Polaris snowmobiles and can be customized to your liking. Racing on any of them gives you a ground-hugging feel you won't find in other racing games, and the 10 undulating cross-country courses maximize your bumpy ride.

SATISFACTION: Don't expect Wave Race 64 or Excitebike 64 on snow. Take it down a clunky notch and think Jeremy McGrath Supercross 2000 on ice.

SOUND: The irritating buzzing noise sounds just like a snowmobile engine, and the Euro-cheese synth pop sounds...about as appealing as a snowmobile engine.

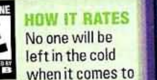
COMMENTS: Chris *I like its nice, long courses and short-cuts, but the play control is pretty sloppy and overall the game feels slow.* Oliver–*Cool head-light effect at night.*





- Vatical/96 Megabits
- 1 to 2 players simultaneously
- Controller Pak compatible
- Expansion Pak enhancements
- 10 tracks
- 15 tricks





HOW IT RATES No one will be left in the cold when it comes to this game, since the ESRB has found absolutely nothing to warn parents about. The board recommends the winter racer for snowmobilers of all ages.

GRAPHICS	6.2
PLAY CONTROL	6.2
GAME DESIGN	6.3
SAT.	6.0
SOUND	5.7

NINTENDO POWER STAFF SCORES

- 7.2 → Chris
- 6.2 → Andy
- 6.0 → Jason
- 6.0 → Jennifer
- 5.4 → Oliver

GAME BOY COLOR

DRAGON WARRIOR I & II



OVERALL RATING 8.0

Reenter the dragon. Enix brings back two RPG classics in one Pak.

GRAPHICS: In 1989 Enix's Dragon Warrior became the first RPG hit for the NES, and a year later an equally entrancing sequel was released. Both sported similar graphics that were akin to early Zelda. The style remains intact and looks as good as ever on GBC, plus new backdrops enhance your turn-based confrontations with medieval monsters.

PLAY CONTROL: The basic control system and straightforward menus worked the first time around, and they work just as well a decade later on GBC.

GAME DESIGN: A classic RPG series, Dragon Warrior I & II features sword and sorcery battling, inventory management, a noble quest and exhaustive level building (you can inch your way to stratospheric Experience Point levels in the tens of thousands).

SATISFACTION: The Dragon Warrior series is worth rediscovering. If you like role playing, there's no excuse to pass up two old-school RPGs in one cartridge.

SOUND: The chivalrous theme songs are actually hummable, which says a lot for music on Game Boy.

COMMENTS: Chris–*I still admire the depth of the game play like I did when they first came out.* Drew–*Proof positive that well-designed games stand the test of time.* Scott–*The slow game play, with its emphasis on level building, takes more patience than many players possess. Be warned.* Jennifer–*Ye olde wandering gets annoying.*



- Enix/16 Megabits
- 1 player
- GB and GBC compatible
- 2 classic NES RPGs in one Game Pak



HOW IT RATES Though the ESRB has granted the twofer Pak with an E rating, the board notes that the RPG contains "mild animated violence." The battles are far from being graphic, but they do end with someone's tragic demise.

GRAPHICS	7.4
PLAY CONTROL	7.9
GAME DESIGN	8.4
SAT.	8.4
SOUND	7.0

NINTENDO POWER STAFF SCORES

- 8.4 → Jennifer
- 8.3 → Oliver
- 8.2 → Drew
- 7.8 → Scott
- 7.7 → Sonja

PERFECT DARK

GAME BOY COLOR

Take Jo on the go with the perfect portable Pak.

GRAPHICS: PD for GBC is obviously not a slapdash mini version meant to ride its N64 counterpart's coattails. The shoot-'em-up spy adventure is lovingly detailed, and you can see the painstaking effort in the intricate graphics, fluid animation and array of creative settings.
PLAY CONTROL: Whether you're shooting in sidescrolling mode or first-person perspective or driving a vehicle, the fair controls make maneuvering, targeting and finding the right weapon manageable.
GAME DESIGN: The game takes full advantage of every available GBC perk: GB Printer, N64 Transfer Pak, Game Link, infrared port and rumble feature. Not that you won't have enough to deal with guiding Jo on a global mission that predates her N64 adventure. Just as varied, her GBC outing is riddled with sniping runs, helicopter shootouts, a truck chase, puzzle solving and hunts for keycards.
SATISFACTION: Smart enemies, sizable areas and bigger challenges make the game a worthy chapter in the Carrington Institute's annals. Plus, the Game Link Battle Modes are as intense as the N64 fragfests and the Transfer Pak is an instant way to unlock four cheats in the N64 game.
SOUND: Speech samples and theme music from the original emphasize the intensity carried over from the N64 heartstopper.
COMMENTS: Chris—*Truly difficult but still fun to play. The sound effects are amazing.*







- Rare/32 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link, N64 Transfer Pak and Game Boy Printer compatible
- Rumble feature
- Infrared port capability

GRAPHICS 8.0
PLAY CONTROL 6.6
GAME DESIGN 8.0
SAT. 7.6
SOUND 8.0



HOW IT RATES
PD is a shooter through and through, and it's still violent on the tiny GBC. Since the scaled-down graphics can never get horrifically graphic, PD lands just a T rating for its animated violence.

NINTENDO POWER STAFF SCORES
8.3 → Chris
8.1 → Jason
7.9 → Andy
7.1 → Scott
6.8 → Sonja

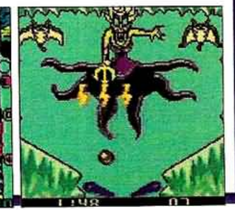
DISNEY'S THE LITTLE MERMAID II: PINBALL FRENZY

GAME BOY COLOR

Ariel takes pinball under the sea. Let's hope the ball won't rust.

GRAPHICS: This month, Disney is releasing its made-for-video sequel, *The Little Mermaid II: Return to the Sea,* and Nintendo is introducing the GBC companion Pak. Overflowing with as much color as its animated inspiration, Pinball Frenzy boasts a boatload of character cameos (albeit static ones, since they appear as tabletop backdrops), including Ariel, Melody, Sebastian, Scuttle and Dash.
PLAY CONTROL: Whether you've set the ball to roll slowly or quickly, the physics and ricochets remain spot-on (even when dealing with the twin assault of multiball situations), and your flippers react with dolphin speed.
GAME DESIGN: The game sports only two pinball boards (one for Ariel and one for her daughter, Melody), but the "Frenzy" name surely comes from the 16 inventive pinball minigames, like rebounding the pinball past a pacing polar bear to shatter ice walls that imprison penguins.
SATISFACTION: For a pinball game, Frenzy offers plenty of variety and full-tilt fun.
SOUND: Buoyant songs from the movie, like "Under the Sea," surface, keeping the Disney spirit as high as the tide.
COMMENTS: Jennifer—*It's like Pokémon Pinball with mermaids and minigames.* Jason—*Passable pinball wizardry with some truly clever twists.* Drew—*The rumble feature doesn't make the game more realistic—it just rattles like a joy buzzer.*







OVERALL 7.4 RATING

- Nintendo/8 Megabits
- 1 to 4 players alternating
- GBC exclusive
- Rumble feature
- 2 game boards
- 16 pinball minigames

GRAPHICS 7.5
PLAY CONTROL 7.5
GAME DESIGN 7.5
SAT. 7.2
SOUND 6.8



HOW IT RATES
It's Disney, so you can be pretty sure that The Little Mermaid II: Pinball Frenzy is family-oriented fun. The ESRB agrees 100% and has approved Pinball Frenzy for all ages with its E for Everybody rating.

NINTENDO POWER STAFF SCORES
8.0 → Jennifer
7.9 → Drew
7.7 → Oliver
7.4 → Jason
6.0 → Sonja

ALSO PLAYING THIS MONTH

TWEETY'S HIGH-FLYING ADVENTURE

- Kemco/8 Megabits
- 1 player
- GBC exclusive
- Game Link compatible



Coinciding with the release of his home video movie of the same name, Tweety Bird takes flight in a looney platformer. Like the movie, he must collect 80 puddy tat paw prints from across the world, and those settings are fresh and colorful. The flutter-and-hop action is great for young gamers, as is the wacky weaponry.



OVERALL RATING 6.1

GRAPHICS 7.6
PLAY CONTROL 6.2
GAME DESIGN 5.6
SAT. 5.6
SOUND 5.8

SAN FRANCISCO RUSH 2049



- Midway/8 Megabits
- 1 player
- GBC exclusive
- 9 tracks



The Rush games aren't supposed to be cute, but that's essentially what the GBC version ends up being. It strives for high-flying action, but, at a three-quarter view, the spirit of the series is lost. Regardless, Rush 2049 for GBC is a fun little racer with lots of cars and tracks, but it's not Rush as you've come to expect it.



OVERALL RATING 6.0

GRAPHICS 5.8
PLAY CONTROL 5.8
GAME DESIGN 6.5
SAT. 5.8
SOUND 6.3

MTV SPORTS SKATEBOARDING

- THQ/8 Megabits
- 1 player
- GBC exclusive
- 3 tour circuits

Tony Hawk's Pro Skater for GBC was excellent for its halfpipe action, but THQ and MTV rule the road with their 720-style skateboarding stunt courses. So maybe you won't see Carson Daly or Puck grinding rails and bustin' ollies, but the game's bounty of courses and moves still makes it a lukewarm (it's hardly hot) ticket.

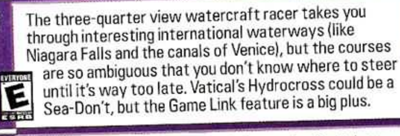


OVERALL RATING 5.9

GRAPHICS 6.2
PLAY CONTROL 6.0
GAME DESIGN 5.8
SAT. 5.8
SOUND 5.2

SEA-DOO HYDROCROSS

- Vatical/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible



The three-quarter view watercraft racer takes you through interesting international waterways (like Niagara Falls and the canals of Venice), but the courses are so ambiguous that you don't know where to steer until it's way too late. Vatical's Hydrocross could be a Sea-Don't, but the Game Link feature is a big plus.



OVERALL RATING 5.6

GRAPHICS 6.6
PLAY CONTROL 5.0
GAME DESIGN 5.6
SAT. 5.0
SOUND 5.8

BARBIE FASHION PACK GAMES

- Mattel/8 Megabits
- 1 player
- GB and GBC compatible

Mix and match outfits for Barbie by zapping lipstick at floating hearts, intercepting matching shoes and unshuffling puzzle tiles to create dresses. It's all based on simplistic arcade-style fun and accessorizing, and it's also so stereotypically girly that it's insulting. Still, youngsters may have fun despite its obvious mall mentality.



OVERALL RATING 4.7

GRAPHICS 4.8
PLAY CONTROL 5.2
GAME DESIGN 4.2
SAT. 4.4
SOUND 5.0

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
OLIVER: Action, Racing, Puzzles
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

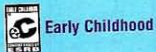
RATINGS

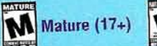
Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

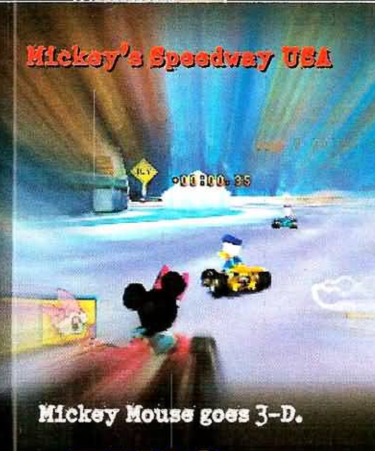
AGE RATINGS

These are the official ratings from the Entertainment Software Rating Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Early Childhood
Teen (13+)
Adult (18+)
All Ages
Mature (17+)
Rating Pending



Mickey Mouse goes 3-D.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

KIRBY'S TILT 'N' TUMBLE

Kirby's on the move.

BATMAN BEYOND



Kemco goes to the bats.

SEA-DOO HYDROCROSS



Vatical makes waves.

WALT DISNEY'S ALICE IN WONDERLAND



Alice steps into Game Boy Color.

SPACE WORLD GAME LINEUP REVEALED

Nintendo Company Ltd. (NCL) recently released the lineup of games scheduled to be shown at Space World in late August, including 52 for Game Boy Color, 14 N64 titles and the opening salvo of Game Boy Advance games. We received initial screen shots of several of the highlighted games, including the first pics from Game Boy Advance. Like many of the titles in the press release, Mario Kart Advance is just a tentative name. Konami leads the pack of third-party publishers with Wacky Racing, Silent Hill and Golf Master all scheduled to be released at the launch of the 32-bit handheld system in Japan this December. In addition to the Nintendo N64 games shown here, Space Worlders will see Mega Man Dash from Capcom, Dance Dance Revolution: Disney World Dancing Museum from Konami and Modern War Simulation: Ultimate War from Media Factory. Nintendo will feature Custom Robo V2 and A Stranger, Shiren 2, as well. We'll have more on all the titles, plus special Dolphin coverage from Space World next month.



Mario Kart Advance — Game Boy Advance

Napoleon — Game Boy Advance



Golden Sun — Game Boy Advance



Sin and Punishment — N64



Mario Party 3 — N64



Animal Forest — N64

RARE TAKES THE MICKEY OUT OF DISNEY

A mouse driving a car is a Rare sight indeed, but when it's Mickey Mouse driving a Mario Kart-like vehicle in a game developed by Rare it's also a sight for sore eyes. Mickey's Speedway USA is pulling up to the starting line a bit early thanks to the dedicated development folks at Rare and Disney Interactive. For the first time in history, the world's most famous rodent is about to take a spin in a 3-D world. That would be big news by itself, but the game play is a furious foray into fun with more than a nod to the king. No, not Elvis, the king of video game racers—Mario Kart.

Mouse mimics Mario

Mickey's Speedway USA gives more than just a passing nod to Mario Kart. Almost every element of the game mirrors the classic Kart. The drivers and cars have the same characteristics as MK karts. Heavy cars have the best top speed but poor acceleration and handling. Light cars are great on the corners and accelerate well, but they don't have the top speed. Medium-sized cars are well-balanced. Mickey and Donald drive medium cars while Daisy and Minnie are light and zippy. Goofy and Pete drive the heavy cars. Drifting through corners is one of the main strategies in Mickey's Speedway USA, just as it was in Mario Kart, but players can't get the MK extra speed boost during the drift. They can pick up lots of items on the track, though, and those items often shape the race. The CPU gives players handicaps by offering them pick-ups that will help most in their position, so a player in last place will get items that attack players in front. The main thing to remember about Mickey's Speedway USA is that the play control is intuitive and easy enough for drivers of almost any age.





Those impudent weasels

Yes, those impudent weasels have dognapped Pluto right out from under Mickey's nose. The ensuing race takes place in colorful locations all across the United States—20 tracks in all—from the hilly streets of San Francisco to the icy roads of Alaska. Mickey motorists can battle each other in multiplayer modes or enter the five circuits of the tournament. Success at the higher levels of the game will open up four hidden characters. There are also hidden engine pieces to find and the Contest Mode, which is Disney-speak for Battle Mode. The challenge level is low at first, particularly on the Amateur or Intermediate difficulty setting, but there are greater challenges down the road and it's all fun.

Crash talkin'

The colorful graphics may give players a dose of Disney cuteness, but the constant banter of the characters does even more to place you firmly in the Magic Kingdom. The characters react verbally to everything that happens to them, so that if Daisy hits Mickey with a bolt of lightning, you'll hear Mickey squeak about it. With 40 to 50 scripted dialogue pieces for every character, there's no shortage of chatter and not a lot of repetition. For Disney fans, young racers and players who ache for a new Kart experience, Mickey's Speedway USA is in Rare form and a runaway ride.









Yoo-hoo, Mickey...

Pak Play

Hands-on previews of upcoming games.

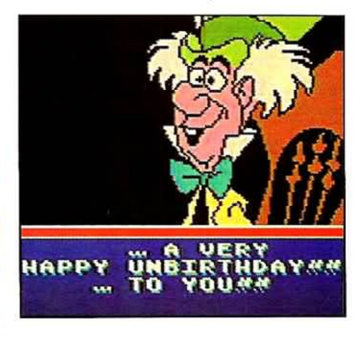
KIRBY ROCKS AND ROLLS

The pink one has always moved through his whimsical worlds in innovative ways, such as puffing up like a balloon so he could float, but never before has Kirby's method of motion been the star of the game. In Kirby's Tilt 'n' Tumble for Game Boy Color, a motion-sensitive chip in the Game Pak senses when a player tilts the Game Boy Color in any direction. The tilting motion causes Kirby to roll or tumble in the direction of the tilt. Players can also give the Game Boy Color a little flip to make Kirby hop. Kirby rolls through worlds filled with switches, jumps, platforms, enemies and other obstacles until he reaches a goal. The idea is simple, but the action is completely new and lots of fun. The only drawback can come from playing in poorly lit surroundings where it can be difficult to see the screen when you tilt it. Kirby's Tilt 'n' Tumble will roll into stores early in December.



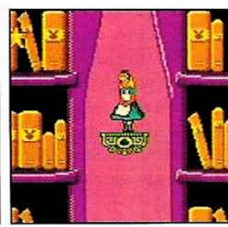
ALICE WITHOUT CHAINS

In the up-is-down world of Alice, it's very hard to know what is real and what is an illusion. For many months, the same could be said of the Game Boy Color version of Walt Disney's Alice in Wonderland from Nintendo and Disney Interactive. But now that Alice has been scheduled to launch at the end of September, the white rabbit won't be late for his very important date and Alice can get on with growing up or shrinking as the situation demands. For gamers, particularly the younger variety, Alice in Wonderland is a charming foray into platform and puzzle gaming. Characters from the movie pop up to help or hinder Alice as she scampers through the imaginative levels. True-to-Disney graphics and sound give this Alice a friendly and familiar feel. Extras include a hide-and-seek game and an interactive art gallery for creating custom Alice art, which you can print using the Game Boy Printer. It's almost as if all of Wonderland fits in your hand.







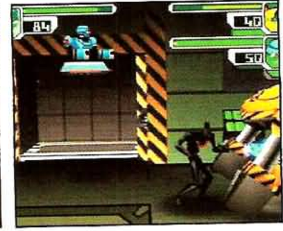


BATMAN RETURNS TO GOTHAM









Years have passed and Bruce Wayne has grown too old to protect Gotham City from the likes of the Joker, but the Blue Knight isn't about to concede to his enemies. In Batman Beyond: The Return of the Joker, a high-school student named Terry McGinnis takes up the mantle of the Caped Crusader, exercising powers that the original Batman never had. The upcoming N64 game from Kemco closely follows the plot of the movie, which is being released this month. The action takes place in linear 3-D worlds where the future Batman brawls with baddies, collects door keys and other items and receives advice from Bruce Wayne. Kemco has reproduced the stylish look of the animated TV show including the animation of Batman. One particularly cool element is that players get to choose from four versions of Batman, each with differing levels of Attack, Defense and Jump attributes. The game play in our early test version was still fairly simple, but Kemco has started to add enemy intelligence, special weapons and other cool features. Batman Beyond should be ready for fighting crime by the end of the year.

SEE SEA-DOO

Splashin' in the wake of Wave Race 64 isn't an easy task. Vatical Entertainment has been working on its own Wave Race wannabe—Sea-Doo HydroCross—for about a year, and it's still nowhere near as polished as the Nintendo classic. The game features a Quick Race Mode, Standard Race Mode, Tournament Mode and Training Mode, and players get to choose from different models of Sea-Doo watercraft, opening new models as they progress in the game. Races take place on calm and choppy seas in exotic locations that include Loch Ness and the Louisiana Bayou. And yes, Nessie sticks its long neck out of the loch as you race by. Vatical hopes to get the game in the water by October, but the development team still has a lot of work if Sea-Doo is to compare favorably with Wave Race 64. We'll keep you posted.













Vatical catches the waves....

Pak Peeks

What's breaking in the world of games.

Nintendo schedule update

Nintendo has finally finalized its fall product release schedule, and what a long strange trip it's been. **Banjo-Tooie**, once a summer release, is now launching on November 20th. The extra couple of months has helped turn B-T into one of the most stunning N64 games of all time. **Mickey's Speedway USA** gets the green flag on November 13th, and **The Legend of Zelda: Majora's Mask** has moved forward



Banjo-Tooie



The Legend of Zelda: Majora's Mask

to October 26th. **Pokémon Gold** and **Silver** versions will arrive on October 15th, and **Hey You, Pikachu!**, which is less a game than an interactive experience, will scamper into retail outlets on November 6th. **Paper Mario**, which seems to have retained its name for over a month now, is slotted for a December 26th debut in North America, but, alas, **Conker's Bad Fur Day** looks like an early 2001 release. To wrap things up, **Donkey Kong Country** for Game Boy Color should be available on November 20th.

Hop to it

Frogger 2 from Hasbro revisits the classic arcade game with updated graphics and more variety to the cross-or-croak puzzles. But even though Frogger may have a new suit of clothes, the action is tried and true. Playing as either Frogger or his gal-pal,

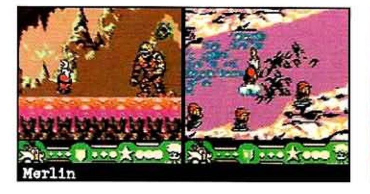


Frogger 2

Lilly, players hop across roads, rivers and other hazards in five worlds including the Frog Pond, Gator Lair, Ice Caves, Lava Pits and Lost Mines. A helpful hopper named Tadius gives hints along the way, not that you'll need them. The game is one long session of staying alive.

A once and future wizard

Merlin, the teacher and mentor of King Arthur, stars in a new Game Boy Color platform adventure from EA Games. The bearded wizard seems to possess almost boundless energy as he bounces and leaps through a series of gnome-infested worlds. Upgrading his wand as he goes, Merlin casts spells on his foes and then performs a jubilant dance when he reaches his goal. The rich graphics turned our heads, and the lively animation was magical. It's a curious little game that doesn't have much to do with Arthurian legends, but the fun graphics and fast-paced action managed to cast a spell on us all the same.



Merlin

EA's rash

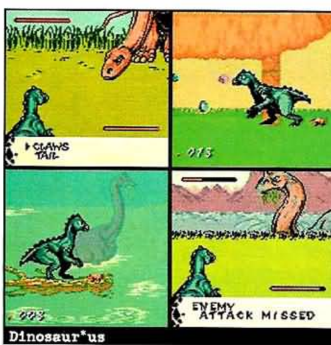
EA Games is turning to Game Boy Color big time this fall with titles ranging from platformers such as Merlin to racing games such as **Road Rash**. The minimauler features bike-bustin' action just like its big brothers. Players race to win money for buying bigger and badder bikes, but the cops are on the road, as well, waiting to haul in speed fiends. The action takes place on scrolling roads from Alaska to Hawaii, and there's always plenty of traffic to dodge, including cars crossing the main road at intersections. It's guaranteed to be a smash, so you'd better where a helmet.



Road Rash

Dinosaurs R Us

Dinosaur*us from EA Games is one of the most unusual Game Boy Color titles we've seen since, well, the time of the dinosaurs. It's an RPG masquerading as an action game. The main character runs and jumps through the Jurassic landscape in an almost perfect imitation of a traditional platform game. But then, quite suddenly,



Dinosaur*us

the game shifts to a battle screen where the player can attack, use special elements or try to run. If you win the battle, you'll earn experience points and build up your levels, which means that you'll get stronger. After the battle, it's back to the routine of hopping on platforms and avoiding hazards such as scalding lava and falling boulders. It's an unusual mix, but it seems to work. Dinosaur*us may just survive.

More news that's fit to print

We can't leave this month without mentioning some of the other game development projects that have come to light in the last few weeks. Heading the list is THQ's **Who Wants to Be a Millionaire?** for Game Boy Color. The questions may be



Nictoons Racing

real, but the payoff isn't. THQ is working on another Game Boy title, which is based on the hit movie *Chicken Run*. Let's hope it doesn't take ten years to make the claymation models. Mattel has **Matchbox Emergency Patrol**, **Barbie Magic Genie Adventure** and **Tyco R/C Racin' Ratz** for Game Boy Color. Can Barbie Matchbox Racing be far behind? **Nictoons Racing** from Hasbro Interactive is definitely on the way. **World Destruction League** from 3DO is headed for GBC, as well, and **Dragon's Lair** turned up recently from Capcom, also for Game Boy Color. Majesco has both **Galaga** and **Galaxian** coming to Game Boy Color, and Namco is bringing **Ms. Pac-Man Maze Madness** to the N64.



World Destruction League

Banjo-Tooie



Rare

Scooby-Doo



THQ

Turok 3: Shadow of Oblivion



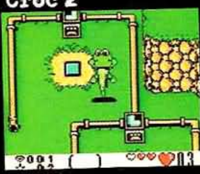
Acclaim

Disney's Donald Duck



Ubi Soft

Croc 2



THQ

Robin Hood



EA Games

RELEASE FORECAST

FALL 2000

AIDYN CHRONICLES: THE FIRST MAGE	DONKEY KONG COUNTRY
ARMY MEN: SARGE'S HEROES 2	DRAGON'S LAIR
BANJO-TOOIE	FIFA 2000
BATMAN BEYOND	FROGGER 2
BIG MOUNTAIN 2000	GALAGA
CRUISIN' EXOTICA	GALAXIAN
DISNEY'S DONALD DUCK	GAUNTLET LEGENDS
HEY YOU, PIKACHU!	HARVEST MOON 2
THE LEGEND OF ZELDA: MAJORA'S MASK	HERCULES
MEGA MAN 64	INSPECTOR GADGET
MICKEY'S SPEEDWAY USA	LEGEND OF THE RIVER KING 2
MS. PAC-MAN MAZE MADNESS	LOONEY TUNES COLLECTOR: ATTACK!
POWER RANGERS LIGHTSPEED RESCUE	MAT HOFFMAN'S PRO BMX
READY 2 RUMBLE 2	MATCHBOX EMERGENCY PATROL
ROSWELL CONSPIRACIES	MEGA MAN X
RUSH 2049	MERLIN
SCOOBY-DOO	NICTOONS RACING
SEA-DOO HYDROCROSS	POKéMON PUZZLE LEAGUE
SPIDER-MAN	POKéMON GOLD
SYDNEY 2000 OLYMPICS	POKéMON SILVER
TAZ EXPRESS	POWER PUFF GIRLS
TIGGER'S HONEY HUNT	POWER RANGERS LIGHTSPEED RESCUE
THE WORLD IS NOT ENOUGH	RETURN OF THE NINJA
ALIENS	ROAD RASH
AMF BOWLING	ROBIN HOOD
ARMY MEN: AIR ATTACK	RUGRATS IN PARIS
ARMY MEN 2	SAN FRANCISCO RUSH
BARBIE MAGIC GENIE ADVENTURE	THE SIMPSONS
BATMAN: TOTAL CHAOS	SUZUKI ALL-STAR EXTREME RACING
BUFFY THE VAMPIRE SLAYER	SYDNEY 2000 OLYMPICS
CASTLEVANIA II	TERRITORY
CHAMPIONSHIP MOTOCROSS 2001 FEATURING RICKY CARMICHAEL	T-TEX
CHICKEN RUN	TYCO R/C RACIN' RATZ
CROC 2	WALT DISNEY'S THE JUNGLE BOOK
DAIKATANA ADVENTURE	WHO WANTS TO BE A MILLIONAIRE?
DINOSAUR*US	WORLD DESTRUCTION LEAGUE
DISNEY'S ALADDIN	THE WORLD IS NOT ENOUGH
DISNEY'S DONALD DUCK	WWF: NO MERCY
DISNEY/PIXAR'S BUZZ LIGHTYEAR OF SPACE COMMAND	X-MEN: MUTANT WARS
	XENA

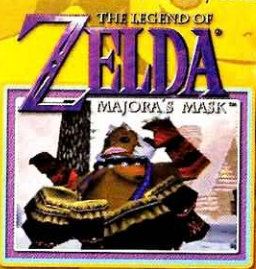
FUTURE

CONKER'S BAD FUR DAY	LUFIA: THE BEGINNING OF A LEGEND
DINOSAUR PLANET	METAL WALKER
EARTHBOUND 64	POCKET SOCCER
ETERNAL DARKNESS	TONIC TROUBLE
PAPER MARIO	ZELDA: TRIFORCE SERIES (2 TITLES)
RIQA	
CRUSADERS OF MIGHT & MAGIC	

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 137, October 2000



Link is all ready for a masquerade this October, when The Legend of Zelda: Majora's Mask is finally released. The Hero of Hyrule is really getting into the Halloween spirit in Majora's Mask with marvelous masks that change the way he looks and sometimes even the things he can do. Join us next month as we unmask some of the secrets of the highly anticipated sequel.

mickey's speedway usa



We're following a club of cartoon characters cross-country next month as we preview Mickey's Speedway USA, Rare's Disney-themed racing game.

turok 3: shadow of oblivion



Be with us next month as Nintendo Power forces the coed dinosaur hunters out of the shadows of Turok 3: Shadow of Oblivion, the latest installment of Acclaim's creepy action series.

pokémon gold version and silver version

Our Pokémon Gold Version and Silver Version coverage continues next month with a closer look at the new games complete with tips, tricks and strategies galore.



N64

1. A Bug's Life
2. All-Star Baseball 2001
3. Armorines: Project S.W.A.R.M.
4. Army Men: Air Combat
5. Army Men: Sarge's Heroes
6. Asteroids Hyper 64
7. Banjo-Kazooie
8. Bassmasters 2000
9. BattleTanx
10. BattleTanx: Global Assault
11. Battlezone 64: Rise of the Black Dogs
12. Beast Wars: Transmetals
13. Beetle Adventure Racing
14. BioFreaks
15. Blast Corps
16. Blues Brothers 2000
17. Body Harvest
18. Bomberman Hero
19. Bomberman 64: The Second Attack!
20. Brunswick Circuit Pro Bowling
21. Buck Bumble
22. Bust-a-Move '99
23. California Speed
24. Carmageddon 64
25. Castlevania
26. Castlevania: Legacy of Darkness
27. Chameleon Twist 2
28. Charlie's Blast Territory
29. Chopper Attack
30. Command & Conquer
31. Cruis'n USA
32. Cruis'n World
33. CyberTiger
34. Daikatana
35. Destruction Derby 64
36. Diddy Kong Racing
37. Disney's Tarzan
38. Donkey Kong 64
39. Doom 64
40. Duke Nukem: Zero Hour
41. Earthworm Jim 3-D
42. ECW Hardcore Revolution
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44. Elmo's Number Journey
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46. Extreme-G 2
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48. F-Zero X
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69. Killer Instinct Gold
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73. Lode Runner 3-D
74. Looney Tunes: Duck Dodgers Starring Daffy Duck
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76. Madden NFL 2001
77. Magical Tetris Featuring Mickey
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81. Mario Party 2
82. Micro Machines 64 Turbo
83. Mission: Impossible
84. MLBPA: Bottom of the 9th
85. Monaco Grand Prix
86. Monopoly
87. Monster Truck Madness
88. Mortal Kombat 4
89. Mortal Kombat Mythologies: Sub-Zero
90. Mortal Kombat Trilogy
91. Mystical Ninja Starring Goemon
92. NAMCO Museum 64
93. NASCAR 2000
94. NBA Courtside 2 Featuring Kobe Bryant
95. NBA Hang Time
96. NBA in the Zone 2000
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98. NBA Live 2000
99. NBA Showtime
100. The New Tetris
101. NFL Blitz 2000
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103. NFL Quarterback Club 2001
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105. NHL Breakaway '99
106. NHL '99
107. Nightmare Creatures
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112. Perfect Dark
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114. PilotWings 64
115. Pokémon Puzzle League
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118. Quake II
119. Quest 64
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125. Ready 2 Rumble Boxing
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127. Re-Volt
128. Ridge Racer 64
129. Road Rash 64
130. Roadsters
131. Rocket: Robot on Wheels
132. Rugrats Scavenger Hunt
133. Rush 2
134. San Francisco Rush: Extreme Racing
135. Shadow Man
136. Shadowgate 64: Trials of the Four Towers
137. Snowboard Kids 2
138. South Park
139. South Park: Chef's Luv Shack
140. South Park Rally
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142. Space Station Silicon Valley
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144. Star Fox 64
145. *Star Wars*: Episode I: Racer
146. *Star Wars*: Rogue Squadron
147. *Star Wars*: Shadows of the Empire
148. Starshot: Space Circus Fever
149. Stunt Racer 64
150. Super Bowling
151. Super Mario 64
152. Super Smash Bros.
153. Supercross 2000
154. Superman
155. 1080° Snowboarding
156. Tonic Trouble
157. Tony Hawk's Pro Skater
158. Top Gear Overdrive
159. Top Gear Rally 2
160. Top Gear Hyper-Bike
161. Toy Story 2
162. Transfer Pak
163. Triple Play 2000
164. Turok: Dinosaur Hunter
165. Turok: Rage Wars
166. Turok 2: Seeds of Evil
167. Turok 3: Shadow of Oblivion
168. Twisted Edge Snowboarding
169. Vigilante 8: 2nd Offense
170. V-Rally Edition '99
171. Waialae Country Club: True Golf Classics
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173. WCW Mayhem
174. WCW Nitro
175. WCW/nWo Revenge
176. WCW vs. nWo: World Tour
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185. WWF WrestleMania 2000
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Game Boy

188. All-Star Baseball 2000
189. Animorphs
190. Armorines: Project S.W.A.R.M.
191. Army Men
192. Austin Powers: Oh Behave!
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212. Crystalis
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214. Dinosaur
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218. Donkey Kong Land 2: Diddy's Kong Quest
219. Donkey Kong Land 3
220. Dragon Warrior I&II
221. Dragon Warrior Monsters
222. Duke Nukem
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225. Final Fantasy Adventure
226. Final Fantasy Legend
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229. Frogger
230. Game & Watch Gallery 3
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241. Kirby's Dream Land 2
242. Klax
243. Knockout Kings
244. Legend of the River King
245. Legend of the Sea King
246. The Legend of Zelda: Link's Awakening DX
247. Lil' Monster
248. Looney Tunes Collector: Alert!
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250. Magical Tetris Challenge
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254. Metroid II: The Return of Samus
255. Mickey's Racing Adventure
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281. R-Type DX
282. Shadowgate Classic
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284. Space Invaders
285. Star Wars: Episode I: Racer
286. Super Mario Bros. Deluxe
287. Super Mario Land
288. Super Mario Land 2: 6 Golden Coins
289. SuperShot Golf Robot
290. Survival Kids
291. Tetris Attack
292. Tetris DX
293. Tiger Woods PGA 2000
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299. Towers: Lord Baniff's Deceit
300. Toy Story 2
301. Turok: Rage Wars
302. Uno
303. Vigilante 8
304. VR Sports Powerboat Racing
305. Wacky Races
306. Wario Land: Super Mario Land 3
307. Wario Land 2
308. Warlocked
309. Wario Land 3
310. Winnie the Pooh
311. Super Bowling
312. Supe
313. Wings of Fury
314. Worms: Armageddon
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318. Yars' Revenge
319. Yoda Stories

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320. Aidyn Chronicles: The First Mage (N64)
321. Alice in Wonderland (Game Boy)
322. Army Men 2 (Game Boy)
323. Army Men: Sarge's Heroe's 2 (N64)
324. Banjo-Tooie (N64)
325. Barbie Magic Genie Adventure (Game Boy)
326. Batman Beyond (N64)
327. Big Mountain 2000 (N64)
328. Chicken Run (Game Boy)
329. Conker's Bad Fur Day (N64)
330. Cruis'n Exotica (N64)
331. Dinosaur Planet (N64)
332. Dinosaur'us (Game Boy)
333. Disney's Donald Duck (Game Boy)
334. Disney's Donald Duck (N64)
335. Dolphin
336. Donkey Kong Country (Game Boy)
337. Dragon's Lair (Game Boy)
338. EarthBound 64 (N64)
339. Eternal Darkness (N64)
340. F-1 Racing Championship (N64)
341. Fisher-Price Rescue Heroes Fire Frenzy (Game Boy)
342. Game Boy Advance
343. The Grinch (Game Boy)
344. Harvest Moon 2 (Game Boy)
345. Hercules: The Legendary Journeys (N64)
346. Hey You, Pikachu! (N64)
347. Hoyle Casino (Game Boy)
348. Legend of the River King 2 (N64)
349. The Legend of Zelda: Majora's Mask (Game Boy)
350. The Legend of Zelda: Triforce Series (N64)
351. LEGO Alpha Team (Game Boy)
352. LEGO Island (Game Boy)
353. LEGO Racers (Game Boy)
354. Lion King: Simba's Mighty Adventure (Game Boy)
355. Lufia: Ruins Chaser (Game Boy)
356. Matchbox Emergency Patrol (Game Boy)
357. Mega Man 64 (N64)
358. Merlin (Game Boy)
359. Mia Hamm Soccer 64 (N64)
360. Mickey's Speedway USA (N64)
361. Mini Racers (N64)
362. Ms. Pac-Man Maze Madness (N64)
363. The Mummy (Game Boy)
364. NASCAR Heat (Game Boy)
365. The New Adventures of Batman (N64)
366. Ogre Battle 64: Person of Lordly Caliber (N64)
367. Playmobile Hype (Game Boy)
368. Playmobile Laura (Game Boy)
369. Pokémon Puzzle League (Game Boy)
370. Pokémon Gold (Game Boy)
371. Pokémon Silver (Game Boy)
372. Polaris SnoCross (N64)
373. Power Rangers Lightspeed Rescue (N64)
374. Powerpuff Girls (Game Boy)
375. Return of the Ninja (Game Boy)
376. Riqa (N64)
377. Robin Hood (Game Boy)
378. Roswell Conspiracies (Game Boy)
379. Roswell Conspiracies (N64)
380. Rugrats in Paris: The Movie (N64)
381. Rush 2049 (N64)
382. Scooby-Doo! (N64)
383. SeaDoo Hydrocross (N64)
384. Spider-Man (Game Boy)
385. Spider-Man (N64)
386. Sydney 2000 (N64)
387. Taz Express (N64)
388. Tony Hawk 2 (Game Boy)
389. Tweetie's High Flyin' Adventure (Game Boy)
390. Tyco R/C Racin' Ratz (Game Boy)
391. VIP (Game Boy)
392. Winnie the Pooh (N64)
393. World Destruction League (Game Boy)

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